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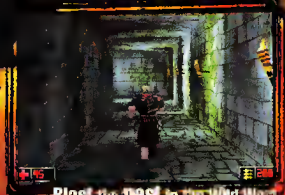
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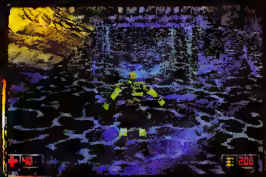
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SCORE

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ning Force and Eidos Interactive's *Walden* (Eidos is responsible for the translation and the localization) is the Walden of Sony Computer Entertainment's



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呂帰国 獄中うめく憲兵
罪刑 喚声あげる民衆

日本人全部死刑

北京での日清戦況を報告する
手紙

イルス性の根絶を予防で

The image is a complex collage. At the top, Japanese text reads '呂帰国 獄中うめく憲兵' and '罪刑 喚声あげる民衆'. On the right side, vertical Japanese text says '日本人全部死刑'. Below this, smaller text mentions '北京での日清戦況を報告する' and '手紙'. The central part of the image is dominated by a large black rectangle. To the left of this rectangle, the back of a person is visible, featuring a tattoo of a dragon with the Japanese characters '勇気' (Courage) on its body. Below the back, there is a vertical anatomical diagram of a human spine, labeled 'Fig. 4' and 'Fig. 5'. At the bottom left, English text reads 'イルス性の根絶を予防で'.

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TIPS & TRICKS™

Playing a video game without a handy-dandy copy of *Tips & Tricks* nearby is like trying to find your way to the bottom of a hot plate of blueberry pancakes without a drop of sweet maple syrup to lead the way. Video-game strategy guides have been indispensable tools for hardcore gamers since the days of Ken Uston's *Pac-Man* patterns; we can tell you things about your favorite games that you'd never be able to figure out on your own. Yes, friends, reading can actually make video games more fun to play! This issue, we've got...well, just look out below and see for yourself!

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SEPTEMBER 1998

ON THE COVER:

The killer virus of *Parasite Eve*, the explosive antics of *Bombberman Hero*, the pint-sized power of *Pocket Fighter*—it's all here and more.

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QUOTE OF THE MONTH:

I haven't failed, I've found 10,000 ways that don't work.

—Benjamin Franklin



Devil Dice

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Power Up!



Common sense and good hand-eye coordination have helped Editor in Chief **Chris Bieniek** to gain the position of prominence he currently enjoys within the video-game industry; it has been reported that he'd enjoy trading it all, though, for a lifetime supply of Moritz "Ice Cubes" chocolate.

Current Favorite Games: Mega Man Legends, Game Boy Camera, Marvel Super Heroes, Heiankyo Alien



Executive Editor **Jim Loftus** wants to know if any of *Tips & Tricks*' Canadian readers would be kind enough to videotape a few episodes of the original *Spider-Man* show from the '60s for him. He's been told that YTV is the only North American TV station currently airing this classic cartoon.

Current Favorite Games: Burning Rangers, The Fifth Element, Kula World, Colony Wars 2: Vengeance



Full of pith and vinegar, Associate Editor **Tyrone Rodriguez** fears no earthly video-game competitor, man or machine. His hobbies include beer can collecting, signing autographs, rearranging the office furniture and arguing with Jason about the dubious effects of playing *Blitz* in tournament mode.

Current Favorite Games: Shining Force III, The House of the Dead, The Irritating Maze, Road Runner



Unlike Tyrone, Associate Editor **Jason Wilson** has little experience against computer-controlled fighting game opponents; he enjoys the insults and accusations of cheating that usually result when the human element is introduced. His lifelong dream is to find out if *R.C. Pro-Am 2* really exists.

Current Favorite Games: Street Fighter Alpha 3, Wetrix, Mission: Impossible, Sqoon



Visitors to the *Tips & Tricks* offices who are lucky enough to spot **Lone Flores** have mistaken her for a musician, a wealthy investor or even a Ninja priestess. Truth be told, she's our Art Director, which means that she grabs all of the goofy words that we write and the crazy pictures that we take and makes them into pages that look real purty.

Current Favorite Games: Tetris Attack, Pocket Fighter, Monopoly, Moto Racer 2



Anatole Brown does not remember ever having been abducted by extraterrestrial scientists, so he's been unable to explain the electronic sensor that's been surgically implanted near his left kneecap. Fortunately, it's small enough to pass undetected through most airport security terminals.

Current Favorite Games: The Fifth Element, Banjo-Kazooie, All-Star Baseball 99, Mortal Kombat 4



Crafty Contributing Editor **Ara Shirinian** has designed a facility in Electronic Arts' *Theme Hospital* that's patterned after the mental institution in *One Flew Over the Cuckoo's Nest*. "Too bad there are no Oscars for video-game art direction," he laments. "The lobotomy tools are really something."

Current Favorite Games: G-Darius, Shining Force III, Z-Fero X, Time Crisis II



Billionaire prankster **Pat Reynolds** is perhaps best known to media junkies as the Middle Eastern businessman who created a fake "Golden Ticket" in an attempt to gain access to Willy Wonka's legendary chocolate factory. His childhood crush on Violet Bauregarde still haunts him to this very day.

Current Favorite Games: Armored Core: Project Phantasm, Odd-world 2: Abe's Exoddus, Wild 9, Rockman & Forte



If you're a kid playing in Tucson, Arizona and your baseball or football should accidentally bounce into **Geoff Arnold's** backyard, you can kiss it goodbye because Geoff will keep it. He'd like his fans to know, however, that everything that's been written about him in these pages is untrue, except for the bit about...well, never mind.

Current Favorite Games: Bagman, Discs of Tron, Toobin', Street Fighter III: 2nd Impact

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Got an interesting question, comment or insult for the T&T staff?

Send your tips, tricks and queries to:

TIPS & TRICKS

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

We can't respond to individual letters, but we do read each one and we wish we could just give you all a big hug.

POLYGONS ARE PLAYED OUT

I have two questions I'd like you to answer:

- 1) I'm getting tired of polygon games. Why don't they make more realistic games for some systems?
- 2) If you know anybody that makes games, ask them if they can make a breakdancing game because my cousins are obsessed with breakdancing. If they do, tell them to make the replays a little more realistic...and print my name, just to prove it to some people.

—Alex Alvarado
Tucson, AZ

We're not sure why you think that 3-D games are less "realistic", but it is an unfortunate fact that most game publishers are afraid of two-dimensional games these days. There are times when we get sick of polygons, too; when that happens, we just reach for *Midway's Arcade's Greatest Hits* collections or the Namco Museum series...and for the ultimate in 2-D revenge, *Archie Classics* is just around the corner.

Tell your cousins to check out the upcoming *PlayStation* title *Bust-A-Groove* for all of the crazy silly fresh dancing action they can handle.



THE BEST STAFF ON EARTH

I have to say I'm in a weird situation. I live in Bakersfield, but my sister is married and living with her husband in Fairfax, which is close to the *Tips & Tricks* offices. One day as we were cruisin' in Beverly Hills, I saw a beautiful sign: "Wilshire Boulevard." I told my mom that I wanted to visit you guys sooo bad, but my mom...well, you know. Besides, I was afraid that if I got in I would see an old woman with cat glasses tellin' me to buzz off if I asked her if I can get a tour and meet Tyrone Rodriguez or Ione Flores. So my question is this: If I visit Beverly Hills again, can I please get a tour and maybe some autographs from the best staff on earth? Please say yes.

—Mahmoud M. El-Gassier
Bakersfield, CA



Sorry, Mahmoud, but tours of the *Tips & Tricks* offices are strictly prohibited. We can't allow outsiders to discover our most precious code-cracking secrets, nor can we be held responsible if anyone should fall under the spell of Ione's hypnotic gaze. But if you really want to meet Tyrone, you should try hanging out near the House of the Dead machines at the Southern Hills Golf and Country Club in Stanton or Sega City in Irvine; he spends more time there than he does at the office, anyway!

NINE QUESTIONS

Hey, *Tips & Tricks*! I have a lot of questions for you.

- 1) How many times did Jason Wilshon have to play *Mortal Kombat 4* until he found all of the fatalities and combat kodes in the arcade and home versions of the game?
- 2) How much money did he spend, or did he get to play for free?
- 3) How do you get all of the character pictures in the magazine?
- 4) Who types up the system tips and strategy guides?
- 5) How do you get so many graphics and pictures into the mag?
- 6) What kind of computers do you use, IBM-compatible or Macintosh?

7) In your March 1998 issue you said that Jason has "200 or so" NES games. Does that mean that he has 200 NES games or 200 Nintendo games put together? If it's just NES games, can you give me a list and ask Jason if I can borrow them?

8) Even though you don't have the "Letter of the Month" anymore, can you give me a *Mortal Kombat 4* game for the N64, or how about *Mortal Kombat: Annihilation* on home video?

9) Will you PLEASE put my letter in your mag this time? You guys rock!

—Gary Maglierski
West Seneca, NY

From the top:

1) Jason has played *Mortal Kombat 4* literally thousands of times, starting before the game was even available to the general public. He was at the *Divisions Arcade* in Chicago last July when Midway installed the first "test" versions of the game, back when *Noob Saibot* was available at the character-select screen. He was at the *Enchanted Castle* arcade in Lombard, Illinois on August 9, 1997, the day that *Kai* and the *maskless Reptile* were added to the game for the very first time (see the October 1997 edition of *Tips & Tricks* for more details). He played the game nearly every day for the next three months; then, when the *Revision 2* upgrade was released, we rented a coin-op MK 4 machine from a local arcade distributor and set it up here in the office so that Jason could play the game

TOKEN OF THE MONTH



Front



Back

This month's token comes from the *Galaxy Fun Center* in Roseville, Michigan; it was sent in by Edward Burkett of nearby Sterling Heights. Thanks, Ed!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

for eight hours a day, five days a week. He's also been playing both home versions of the game since we first received playable copies of them back in May.

2) If Jason is working on a game for a strategy guide in *Tips & Tricks*, he plays for free; that is, if he spends any of his own money on tokens, he gets reimbursed for the expense.

3) If it's not an actual in-game screen shot, then it was probably given to us by the game's publisher. Most of the game companies understand that our strategy guides are helping them to sell more product, so they're usually pretty cooperative in providing us with character illustrations and other artwork when we ask for it.

4) We all contribute to the various sections of the magazine; if you don't see a byline telling you who wrote a certain piece, it's usually because it was a team effort.

5) This is a pretty technical question that would take a long time to explain, so let's just say that we all work very hard at putting *Tips & Tricks* together every month and we hope that readers like you will recognize the quality of the information as well as the number of graphic elements in its pages.

6) The *Tips & Tricks* in-house editorial

and art direction staffs use Macintosh computers exclusively.

7) Yes, they're 8-bit Nintendo Entertainment System Game Paks, and no, you can't borrow them.

8) No.

9) Yes.

RANSOM NOTE

Hello, I'm the Orange Clown from the Land of Blue Mists and I'm holding a very valuable code hostage. If you ever want to see it, you'll put this letter and some Quest 64 codes in your magazine. Thank you, goodbye.

—Orange Clown
Waco, TX

Yeah, you're a clown, all right.

NOT GIVING UP

Please print my letter. I've been trying to get a response for 14 months now. Why aren't you responding? I pay \$20 to subscribe and you can't even put a little bit of ink in your magazine that reads, "Chris Hebdon"?

—Chris Hebdon
Valley Center, CA

OK, "Chris Hebdon", there's your name in print. **THREE TIMES!** But the next time you send us a stack of index cards that say "Please" on each and every one, they're going straight to the recycling bin.

TOO SOON

I'll get right to the point: I am a true fan of Mega Man and I bought the May 1998 issue of *Tips & Tricks* magazine because of the awesome Mega Man cover. It got even better when I brought the magazine home and looked at the contents; Anatole Brown's Mega Man Legends strategy guide is one of the most awesome magazine articles I've ever read. But now I have one problem. I've been waiting for **THREE MONTHS** for Mega Man Legends to come out on the PlayStation!



It's still not out yet! Why in the world did you guys do a full-featured blowout strategy guide for a game that nobody in the U.S. owns a copy of? I just can't figure it out.

—Jacob Miller
Milwaukee, WI

As a print magazine, one of the problems we face every month is the fact that it takes a long time to prepare the magazine's pages, print them, bind them and ship the finished product to newsstands or subscribers' mailboxes. With those long delays, it can be tough to keep the information in the magazine fresh and to anticipate changes in certain games' release dates. It was March when we decided to put Mega Man Legends on the cover of our May issue; Capcom had announced that the game would be shipping in May, so we thought that the timing was good. Unfortunately, we received a call from Capcom during the second week of April informing us that—even though the game was finished—it would not be released for several months. At this time, the May issue had already been printed and was on its way to your local newsstand. Whoops! The good news is that Anatole's awesome strategy guide can still be used to help you through the game when it eventually does appear in stores, so just hang on to that May issue and keep your fingers crossed.

Interestingly, we've had similar problems with Parappa the Rapper (which was not released until two months after our massive nine-page strategy guide was printed) and—more recently—Cardinal Syn, which we covered in our July issue (the game still hasn't been released as of this writing). It just goes to show ya: You can't always trust those release schedules!

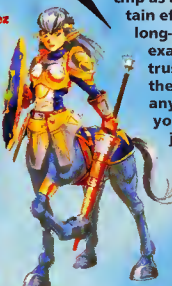
T&T Sticker Gallery

Send us your Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll print 'em right here!

With the release of Nintendo's new Game Boy Camera and Printer, we welcome our readers to send in their Game Boy Printer stickers, which we will include in the *T&T* Sticker gallery in future issues. Watch this space!



by Tyrone Rodriguez



The Saturn says goodbye to North America in a big way with *Shining Force III*. Besides the fact that this may be the last Saturn game released in this country, it's also one of the best games ever developed for the system—both from a gameplay and from a technological standpoint. (For example, this is the first—and last—title to use the Saturn's sound chip as a graphics co-processor for certain effects!) This latest chapter in the long-running *Shining Force* series is exactly what a sequel should be; trust me, I've played every game in the series to death! If you enjoyed any of the previous *Shining* games, you owe it to yourself to find this jewel. The story and endearing characters will keep you glued during all three scenarios. We've uncovered the nine secret characters in the first scenario; read on to find out how you can add them to your "Shining Force" of fighters.



HAYWOOD

Chapter 1
Location:
Sarraband Bridge
Battle

During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join the Shining Force.



IRENE

Chapter 2
Location:
Luggage Bridge
Battle

As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.



PENN

Chapter 2
Location: Train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.



NOON

Chapter 3
Location:
Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal.



RATCHET

Chapter 3
Location:
Quonus

Find the millhouse near the outskirts of the village. Free Ratchet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.



JUSTIN

Chapter 3
Location:
Vagabond

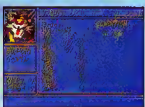
Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.



HORST

Chapter 4
Location:
Aspia

Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party.



FRANK

Chapter 4
Location:
Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town.



HAGANE

Chapter 5
Location:
Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle.

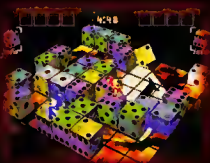


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Parasite Eve



by Anatole Brown



Finally, Square's highly anticipated *Parasite Eve* makes its way to America! Watch what happens when the *Final Fantasy VII* crew teams up with top-notch Hollywood CG artists. With jaw-dropping cut-scenes and a unique battle system, *Parasite Eve* is one of the PlayStation's sleekest packages. The story begins with Aya attending an opera concert on Christmas Eve. The singer Melissa transforms into an entity named Eve and burns up Carnegie Hall with her supernatural powers. The only remaining survivors are Aya and Eve—is there a strange connection between them? Aya must save the city of Manhattan from Eve, an evil mitochondria mutation that threatens to take over the world. The game evolves over a period of six days, during which Aya must explore various New York City landmarks like Carnegie Hall and the Soho District. There's nothing like kicking mitochondria butt in an evening dress!

Weapons

Aya starts the game with a standard-issue handgun (M84F) and a club. The club has a very short range but it can be useful when you're out of ammo (although there's plenty of ammo throughout the game). You will find increasingly powerful weapons as you progress. Be very attentive to the type of gun you're using and what its characteristics are. For example: A shotgun or grenade launcher is very powerful, but the rising rate of the AT (attack) bar is slow. A handgun, on the other hand, may not be as powerful but you can fire more shots in a shorter amount of time since the AT bar rises at a quicker rate. A rocket launcher takes forever, but the damage is significant. Some guns come equipped with special features such as Freeze, Acid, Heat and/or Tranquillizer bullets. These effects increase the damage power of your bullets depending on whether the monster is immune to a certain poison or not. Also, keep in mind the number of bullets a gun fires per turn. Since Aya can't move and defend herself while firing, a gun with many rounds per turn can leave her vulnerable for a longer time than a gun with fewer rounds. More bullets per round does not necessarily mean more firepower.

Number of Rounds Per Turn Percentage of Total Damage Per Bullet

2 rounds	60% per bullet
3 rounds	42% per bullet
4 rounds	25% per bullet
5 rounds	18% per bullet
6 rounds	13% per bullet

The amount of damage a gun can do per turn is merely spread out over the number of rounds it fires. As you can see in the following charts, two bullets (120% total) will produce more damage than six (78% total):

Weapon	Attack	Range	Bullets	Slots	Features	Location
Clubs						
Club	10 (9+1)	10	0	1	-	Start
Club 2	26 (24+1)	10	0	1	-	Soho
Club 3	38 (38+2)	10	0	2	Steal	Sewer 2
Club 4	80 (78+2)	10	0	3	Steal first-strike	Chrysler
Handgun						
M84F	12 (10+2)	51	8	1	2 rds	Start
M9	17	54 (53+1)	9 (8+1)	3	3 rds	Central Park
M9-2	39 (38+1)	55 (54+1)	11 (10+1)	2	3 rds	Dog Boss
M9-3	53 (51+2)	59	13	2	3 rds, double-command	Museum
M8000	53	59	12	3	double-command	T-Rex
M96	77 (75+2)	59	16 (14+2)	5	-	Chrysler
M96R	89 (88+1)	59	20	2	2 rds, triple-command	Chrysler
P220	15 (14+1)	59	5	1	2 rds	Carnegie
P220-2	48 (47+1)	59	12 (11+1)	3	3 rds	Museum
P228	59	56 (55+1)	13 (12+1)	2	-	Chrysler
P226	63	57	12 (11+1)	3	2 rds	Chrysler
P229	71	59	13	1	3 rds	Chrysler
M1911A1	17 (15+2)	60	6 (5+1)	2	3 rds	Sewer 1
M1911A2	48	61	10 (8+2)	2	3 rds	Chinatown
M1911A4	68	63 (62+1)	0	2	-	Chrysler
M1911A5	86 (85+1)	63	11 (10+1)	2	-	Chrysler
M92F	29 (28+1)	51 (50+1)	11 (8+3)	3	3 rds	Wayne
P8	19 (18+1)	56 (54+2)	7	1	-	Central Park
USP	58	59 (57+2)	11	2	-	Chrysler
USP-2	76 (75+1)	59	13 (12+1)	2	2 rds, first-strike	Chrysler
Mark 23	82 (81+1)	61 (60+1)	13	2	3 rds, first-strike	Chrysler
G19	32 (30+2)	58 (57+1)	10 (8+2)	3	3 rds	Soho



Weapon	Attack	Range	Bullets	Slots	Features	Location
G23	48 (47+1)	60 (58+2)	10	2	3 rnds	Spider Boss
G22	51 (49+2)	60	11 (10+1)	2	2 rnds	Museum
G20	65	62 (61+1)	14 (12+2)	2	1/2 enemy attack power	Chrysler
M712	87 (85+2)	64 (63+1)	11 (10+1)	2	1/2 enemy attack power	Chrysler
PPK	47 (45+2)	49 (48+1)	12	2	5 rnds, first-strike	Warehouse
AM44	78	58	13 (12+1)	2	-	Chrysler
MaedaGun	1	70	15	1	2 rnds	Maeda
Shotguns						
M870	49 (48+1)	60	7 (4+3)	6	2 rnds, burst	Sewer 2
M870-2	63	64 (63+1)	5	7	burst	Chrysler
M500	59 (57+2)	63 (61+2)	7 (5+2)	8	2 rnds, burst	Museum
M500-2	76 (75+1)	67	6	9	3 rnds, burst	Chrysler
Maverick	82	71 (69+2)	7	5	burst	Chrysler
512	98 (97+1)	72	9 (8+1)	6	burst	Chrysler
Machine Guns						
M11	33 (32+1)	42	21 (20+1)	2	5 rnds, random fire	Soho
M10	38 (37+1)	45	24 (22+2)	2	7 rnds, random fire	Hospital
MP5K	36 (35+1)	43	24 (23+1)	1	3 rnds	NYPD
MP5PDW	53 (52+1)	46	25 (23+2)	2	7 rnds, random fire	Museum
MP5A5	68 (67+1)	48	29 (28+1)	2	2 rnds, spread fire	Chrysler
MP5SD6	89	52	32 (31+1)	4	3 rnds, spread fire	Chrysler
Micro Uzi	40 (38+2)	43	19 (18+1)	4	5 rnds, random fire	Hospital
Full Uzi	68	50 (49+1)	43 (42+1)	3	10 rnds, random fire	Chrysler
Rifles						
M16A1	35 (34+1)	112 (110+2)	16 (15+1)	1	2 rnds	Torres
M16A2	55 (53+2)	124	19 (18+1)	2	3 rnds	Chrysler
SG550	40	110 (108+2)	21 (20+1)	2	2 rnds	NYPD
SAR	86 (85+1)	136 (135+1)	16	2	-	Chrysler
GA3A	44 (43+1)	123 (121+2)	19 (18+1)	3	-	Hospital
64 Shiki	51 (50+1)	114 (112+2)	16 (14+2)	4	3 rnds, Critical	Chrysler
XM177E2	99	159 (158+1)	17 (16+1)	5	Critical	Chrysler
P5G-1	75	120	19 (18+1)	5	2 rnds	Chrysler
FA-MA5	119	169 (168+1)	26	6	3 rnds	Chrysler
Grenade Launchers						
M203	27 (25+2)	60 (59+1)	5	2	Heat	Central Park
M203(+)	49 (48+1)	65	7 (6+1)	2	2 rnds, Heat	Warehouse
M203(+)-2	50 (49+1)	71	7 (5+2)	4	3 rnds, Acid	Sewer 2
M203(+)-3	58 (57+1)	67	8 (7+1)	5	2 rnds, Freeze	Museum
M203(+)-4	68	65	7	5	-	Chrysler
M203(+)-5	81 (80+1)	68 (67+1)	8 (6+2)	4	Cyanide	Chrysler
M79	45 (44+1)	67 (65+2)	5 (4+1)	3	2 rnds, Tranquillizer	Hospital
M79(+)	46 (45+1)	68	6 (4+2)	4	3rnds, Acid	Chinatown
M79(+)-2	54 (52+2)	69 (68+1)	6 (5+1)	3	2 rnds, Freeze	Centipede Boss
M79(+)-3	61 (59+2)	65	10	4	-	Chrysler
M79(+)-4	75	69 (67+2)	8	5	-	Chrysler
M79(+)-5	94	69 (68+1)	11 (10+1)	4	-	Chrysler
Rocket Launchers						
AT4	65	202	1	-	-	Crab Boss
AT-2	186	281	1	-	-	Chrysler

Protectors

Aya begins the game with a standard-issue protector (NVest). You will pick up stronger protectors along the way. There are seven types of protector suits: Normal, Kevlar, Spectra, Survival, Ceramic, Bio and Chemical. Normal, Kevlar and Spectra are standard protectors with few special functions. The other four have specific features in their slots. Survival protectors allow you to carry more items by increasing your item slot. Some Ceramic protectors lift up your HP but will also decrease your AT power. You can fix it by tuning it up (more on that later). Bio protectors give you seventy percent protection from various bio attacks such as poison, blindness, immobility, etc. Finally, Chemical protectors have automatic functions which can use your existing medicines and/or potions when you fall below about thirty percent of your total HP.

Protector	Defense	PE	Critical	Slots	Features	Location
Normal						
N Vest	10 (9+1)	8	13	2	-	Start
N Protector	12 (11+1)	9	18 (16+2)	3	-	Carnegie
N Jacket	35 (34+1)	29 (28+1)	19	3	-	NYPD
N Suit	44 (43+1)	36 (35+1)	23 (22+1)	2	-	Museum
Kevlar						
Kv Vest	20 (19+1)	12 (11+1)	15 (15+0)	2	-	Sewer1
Kv Jacket	46	45	21	2	-	Chrysler

Parasite Eve



Protector	Defense	PE	Critical	Slots	Features	Location
Kv Suit	56 (55+1)	56	2B (27+1)	2	-	Chrysler
Kv Armor	70 (69+1)	68 (67+1)	32 (30+2)	2	-	Chrysler
Spectra						
Sp Vest	22 (20+2)	15 (14+1)	19 (18+1)	2	-	Central Park
Sp Vest-2	50 (49+1)	41	25 (24+1)	2	-	Chrysler
Sp Protector	39 (38+1)	23	26	3	-	Warehouse
Sp Jacket	35	30 (29+1)	26	3	-	Hospital
Sp Suit	60 (58+2)	52	29	2	-	Chrysler
Sp Armor	75	70 (69+1)	33 (32+1)	2	-	Chrysler
Sp Armor-2	87 (86+1)	80 (79+1)	40 (39+1)	2	offense up	Chrysler
Kevlar						
Sv Vest	19 (18+1)	16 (14+2)	19	3	Item Slot+1	Central Park
Sv Protector	39 (38+1)	36 (35+1)	30	2	Item Slot+1	Museum
Sv Jacket	42	40 (38+2)	33	2	Item Slot+1	Chrysler
Sv Suit	47 (46+1)	42	40 (38+2)	3	Item Slot+2	Chrysler
Sv Suit-2	52 (51+1)	45	41	3	Item Slot+2	Chrysler
Sv Armor	66 (65+1)	62	47 (45+2)	2	Item Slot+4	Chrysler
Sv Armor-2	79 (78+1)	70 (69+1)	49 (48+1)	4	Item Slot+4	Chrysler
Ceramic						
Cr Vest	29 (27+2)	24	30 (29+1)	2	-	Soho
Cr Vest-2	46 (45+1)	43 (42+1)	31	2	-	Museum
Cr Protector	41 (39+2)	43 (41+2)	26 (25+1)	2	HP Up, AT Down	Sewer 2
Cr Jacket	44 (43+1)	45	34 (33+1)	4	-	Chrysler
Cr Suit	65	68 (67+1)	39 (37+2)	4	HP Up, AT Down	Chrysler
Cr Armor	92 (91+1)	90 (89+1)	43 (42+1)	5	HP Up, AT Down	Chrysler
Cr Armor-2	107 (106+1)	104 (102+2)	51 (48+3)	7	HP Up	Chrysler
Bio						
B Vest	30 (29+1)	35	20	2	Poison Cure	Hospital
B Protector	33 (32+1)	38	23 (22+1)	2	Immobility Cure	Subway
B Jacket	44 (43+1)	49 (48+1)	2B (27+1)	3	Poison Cure	Museum
B Jacket-2	55	62 (61+1)	32 (30+2)	2	Blind Cure	Chrysler
B Suit	48	55 (54+1)	27	3	Blind, Confuse, Poison Cure	Chrysler
B Suit-2	70 (69+1)	76 (75+1)	34	2	Confuse Cure, Offense Down	Chrysler
B Armor	85	86	45	6	Poison, Immobility, Steal Cure	Chrysler
Chemical						
Cm Vest	16 (15+1)	16	11 (10+1)	2	Auto Heal	NYPD
Cm Vest-2	31 (30+1)	35 (33+2)	23 (21+2)	2	Auto Heal	NYPD
Cm Protector	37 (36+1)	48	31 (29+2)	3	Auto Heal	Warehouse
Cm Jacket	42	50 (48+2)	33 (32+1)	2	Auto Heal	Chrysler
Cm Suit	52	58 (57+2)	35	3	Auto Medic	Chrysler
Cm Armor	52	56 (55+1)	38 (37+1)	4	Auto Heal, Auto Medic	Chrysler
Cm Armor-2	89 (88+1)	97 (96+1)	41	5	PE Up, Offense Down	Chrysler

Using the Tool

Tuning your equipment is the most important and cerebral part of the game. At first you may go through a little trial and error, but as you begin to grasp the subtleties of modifying your weapons or protectors, you can really get creative and have a little fun. Don't worry, in the long run you'll get plenty of tools and cool weapons. You'll receive your first tool on Day 2 in the weapons room of NYPD.

Make sure you read the weapon tune-up tutorial from Wayne carefully. With the tool, you can freely customize your weapon or protector. For example, you can have a handgun with heat effects or a B Suit with auto heal. The real headache to tooling, however, is that unless you are using the rare Special Tool, the item which you are using to improve another item will disappear when it is incorporated.

The key to using the tool is to save them up and not use them until you find a weapon or protector that is strong enough to get you through most of the game (handguns and rifles are ideal for tune-ups). Before using the tool, however, make sure you have enough slots on your weapon/protector. Give Torres or Wayne a weapon tune-up permit (obtained from Baker) or a trading card and they will open up more slots. Also, try saving before you do any modifications just in case you screw up!



Parasite Energy

As Aya gains more experience, her Parasite Energy abilities will increase. Aya's powers are mostly defensive and are not focused on eradicating the enemy. She does have a few strong offensive powers but they come with consequences: the Energy Shot leaves Aya briefly immobile and groggy while the incredibly powerful Revelate swallows up her entire PE bar. The more you use your PE bar the slower it will take to fill back up. A little trick to speed up your PE bar is to change protectors in mid-battle. You can also heal yourself when you're not in battle, but you run the risk of entering the next battle with a low PE bar. Some Parasite Energies are only mildly useful—like Scan—so choose wisely.





Parasite Eve



Parasite Energy	Effect	Level Obtained
Heal	Increases HP by 30 points	1
Scan	Scans enemy's HP, status and weakness	4
Slow	Temporarily slows down enemy AT bar	7
Detox	Detoxifies poison	9
Heal Hi	Increases HP by 60 points	11
Barrier	Temporarily restrains enemy	13
Energy Shot	Powerful energy blast. Leaves Aya briefly groggy.	15
Confuse	Temporarily disorients enemy	17
Haste	Temporarily speeds up Aya's AT bar	20
Heal EX	Increases HP by 280 points	22
Gene Heal	Continually replenishes HP bar by draining PE bar	25
Medic	Cures all Status	28
Preraise	Quickly raises total HP by half when HP bar hits 0	30
Full Recover	Cures all Status, fully replenishes HP bar to max	32
Revelate	Turns Aya into supernatural being. Massive damage!	33

Bonus Points

Every time you gain a level or complete a whole day in a predetermined amount of time, you will receive bonus points. You can distribute these points to any aspect of your weapon and/or protector. You can also increase your item capacity and the speed at which your AT bar rises. It's up to you to decide what to improve on. You may want to increase the range of your gun or the PE energy of your protector. The most important thing to focus on, however, is the speed of your AT bar. Always throw in some points to the AT bar when you're making improvements.

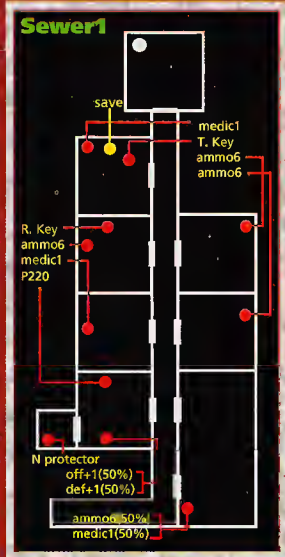
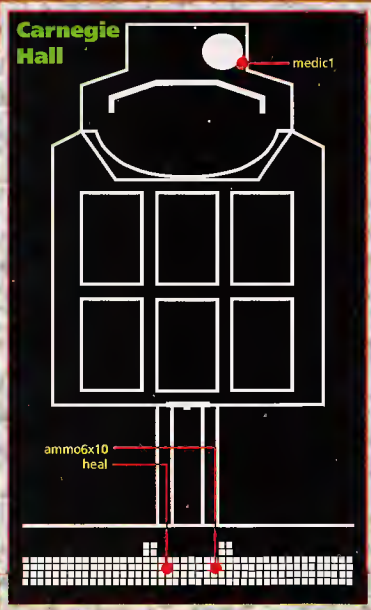


Day One Prologue

Carnegie Hall

Chain of Events

- Confront Eve on the stage.
- Enter the hole backstage.
- Get the Theater key from the wardrobe room.
- Get the Rehearse key from Melissa's diary in her dressing room.
- Confront Eve again in the rehearsal room.
- Enter the sewer from the hole behind the piano.
- Open the gate in the sewer by the save point.
- Meet Eve and battle the Crocodile.





1. Your first battle with Eve demonstrates the battle system. You can't move and defend yourself when attacking, so wait until Eve completes her laser beam attack before you fire.



2. Before you enter the hole backstage, you will hear sirens and your back-up will arrive. Go outside to visit them and get a quick heal from the medic. The cop on the right will give you tons of bullets if you keep asking him.



3. In the dressing room area you will frequently battle rats and parrots. The rats can cover a lot of distance with their triple projectiles. Finish them off fast before it turns into a dodge-fest.



4. Check the lockers in the unlocked dressing rooms.



5. Behind the double doors on the left side at the end of the hall is a save point phone. Get the Theatre key from the corpse by the desk. There's an item box tucked away in the back.



6. In Melissa's dressing room you will find the Rehearse key at the end of the diary. There's ammo in the closet, too.

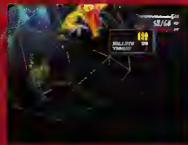
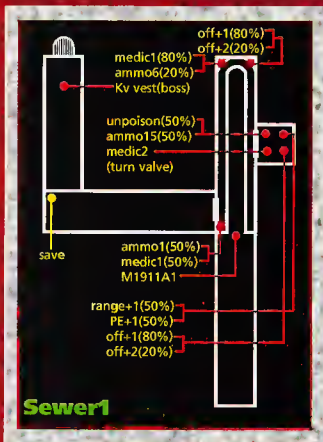


7. The first door on the left—the prop room—has a secret room behind the back wall. Just approach it and the wall will crumble. There's two item boxes in there.



8. You may want to save before the second battle with Eve. Now she attacks with two lasers, making the battle challenging. You can dodge them if you stand right in between them.

Sewer



9. The sewer has rats and giant frogs. The frogs can poison you if they hit you with their tongues.



10. When you get to the bridge, keep walking to the back under the arch. There's a secret room if you go to the right. You will see three item boxes here. Turn the valve handle to reveal the fourth one!

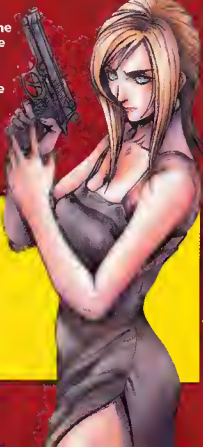


11. After opening the gate, make sure you save. The boss battle is next.

Boss Battle



The crocodile has two selectable targets: the head and the tail. Keep targeting the tail until the camera angle changes, then only the head target will remain. If you target the head first, you'll waste time and inflict only minor damage.

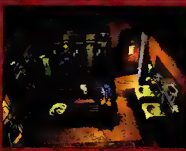


Day Two *Fusion*

NYPD 17th District

Chain of Events

- A.** Get the mod permit from Baker and meet Wayne and Torres in the weapons room. Get M16A1.
- B.** After the press conference, head over to the Museum with Daniel to meet Dr. Kramp.
- C.** Return to NYPD and get a briefing. Head to Central Park.
- D.** Get the CP Key in the zookeeper's office.
- E.** Open the gate and head to the stage to face Eve.
- F.** Meet Eve, then follow a strange little girl through the winding maze of Central Park.
- G.** Battle four giant earthworms.
- H.** Battle Eve on a horse carriage.



1. There are a few items in the lockers of the locker room. The man on the left is putting something suspicious into his locker.

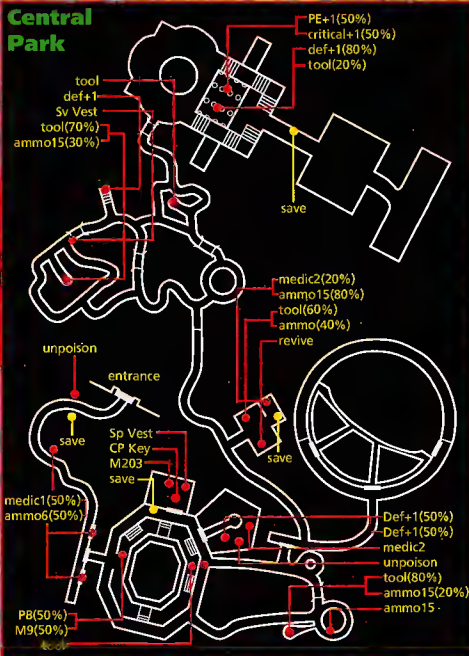


2. A little hint: During the first *Parasite Eve* disc, you can always get more ammo in the box sitting on the counter in the weapons room. Simply exit to the city map, re-enter the police department and go back downstairs; you'll find ammo in the box every time.

Central Park



Central Park



3. When you enter the park, make sure you save by the police car. Check by the trunk of the police car for an item box.

4. Snakes are all over the park. Shoot them from a distance since you'll be poisoned if they strike you.

5. There are two hard-to-find boxes under the left and right arches on either side of the middle zoo gate.

6. In the zookeeper's office you can find an SP Vest in the closet and the CP Key in the drawer. Stand by the stretcher and press the action button to move it away; now you can get the M203 in the closet.



There is a save point right outside.

Parasite Eve



7. Monkey creatures are running loose in the zoo area. Time your attacks so you don't end up standing defenseless against their boomerang arms.



8. You'll find a wealth of items if you enter the cracked window of the snake exhibit and go all the way around to the other side.



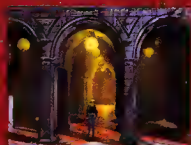
9. After you go through the gate using the CP Key and meet Eve onstage, follow the little girl in the blue dress. There are two hard-to-find item boxes on each side of the gazebo.



10. Just when you think you can save your game at the phone, a bear appears. The bear will throw an electrical surge on the ground, so don't stand in front of him. There's an item box in the back corner.



11. There are plenty of item boxes to be found in the maze of Central Park, so getting lost isn't a bad thing. Whenever you see the little girl, you know you're on the right path. Just watch for snakes!



12. After you battle the boomerang monkeys, enter the arch before going on the overpass. There are two item boxes on either side.



13. The plant-like creatures come in groups and make it hard to keep your cool because they spew poisonous gas. Just concentrate on one at a time so you decrease their numbers first; this will give you more room to run around.



Boss Battle



before they become fully extended and drop their spreading arrows. As each one is eliminated, the others will grow. The final remaining worm will sweep its mammoth body across the ground. Stay to the sides, then run up and fire at it as it exits and re-enters the ground.

The four giant earthworms sink into the ground and reappear. Target them as they rise up from the ground; you want to attack



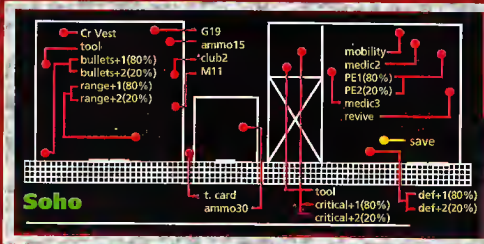
Although moving around in the small carriage is difficult when fighting Eve, stay away from her swiping arm as much as you can. She will also rise and shoot a

beam down from above. The area where the beam will hit will glow, giving you very little time to move away to safety. It's a short teaser battle, so don't sweat it.

Day Three Selection

Chain of Events

- Ransack the Gun Shop and Pharmacy for tons of items.
- Head to the Museum so Maeda can investigate.
- Return to NYPD to find that Eve has destroyed the place.
- Go downstairs and see Torres dying. Enter the dog pen and get info from Casey about Ben.
- See Nix lying on the first floor; he tells you to go upstairs.
- Battle the super dog beast in the third floor storage room.
- Battle the three-headed dog boss.



2. Load up on weapons in the gun shop. Check all the shelves besides the item boxes.

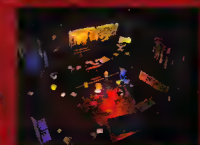
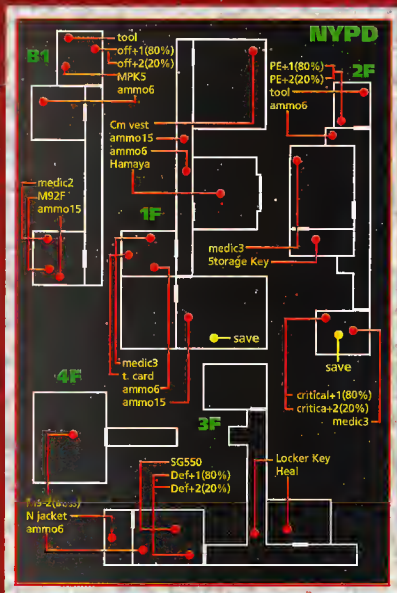


3. The pharmacy has a room tucked away in the far left corner. Don't forget to check all the shelves including the counter with the save phone.



1. To the left of the building you were sleeping in is a green dumpster; find the trading card.

NYPD 17th District



4. Maeda gives you a Hamaya charm as you enter. He'll give you these charms before you enter dangerous areas; they basically just clutter up your inventory. However, they do somewhat reduce the chances of monster encounters.



5. Monsters are loose in the police department and the narrow halls make it hard to run for cover. Whenever a dog beast or rat is teamed up with a bird, go for the bird first since they can get to you quicker.



6. In the dog pen Casey is lying on the floor. She'll tell you that Ben is in trouble. Check her again and she'll have ammo. If you approach the dog cages, the dog beasts will appear.



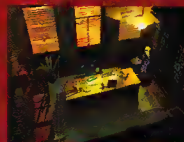
7. Check everyone lying on the floor for ammo: Casey, Nix, the guy on the second floor, everyone! There's a protector in the briefing room.



8. The holding cells have two spiders and a rat. Hide behind a wall from the rat's projectiles and kill the spiders. The spiders can hold you in their web so don't stay in one area. Check the jail cell in the bottom right corner for a box.



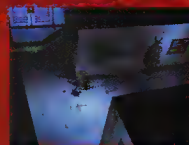
9. The next door is the witness line-up room where two dog beasts will bust through the glass. Grab the Storage Key shining in the room behind the broken glass. Keep going, you can use the key later.



10. Go past the stairs, fight the spiders and take a break in the safe office at the end of the hall. Save here—it's not going to get any easier.



11. You will fight two nasty rats and a bird as you enter the third floor. Don't worry too much about your HP; right after the battle you can enter the door to the immediate right and get fully healed by a nurse!



12. The cop on the floor has the locker key. Don't bother going downstairs to find out what he hid in his locker—find out later! Keep going, Ben's in trouble!



13. The super dog beast in the storage room is like the others but has just a little more HP. Pretty standard, really. There's an entrance into a secret room way in the back.

Boss Battle



all of your healing options are there for a good part of this intense battle.

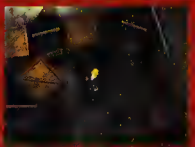
The key to the showdown with Cerberus is to concentrate on one head at a time. The best way to defeat it is to start with target 2, then target 3 and finish it off with target 1. Keep away from the front of the beast at all times, even if his butt hits you. Remember, getting touched by the dog is much less damaging than getting triple-beamed. An Energy Shot can finish it off towards the end, but you should be sure that

Day Four *Conception*

NYPD 17th District

Chain of Events

- A.** Head to St. Francis Hospital with Maeda. When the elevator stops, the power will fail.
- B.** Find three fuses and fix the circuit breaker.
- C.** Go back up to the first floor and get the green Card Key from a nurse.
- D.** Fight the giant pod and turn the valve handle.
- E.** Take the elevator to the 13th floor. Push the red switch behind the stove.
- F.** Discover the HLA list and Elevator key in the freezer tank room.
- G.** Take the elevator to the roof and battle the spider boss.
- H.** Run to the window cleaner's platform as the plane plummets to the roof.
- I.** Fight the spider on the falling platform and pull the brakes.



St. Francis Hospital



- 2.** Check the door to your right as soon as you enter the hospital. There's a tool in the item box inside.

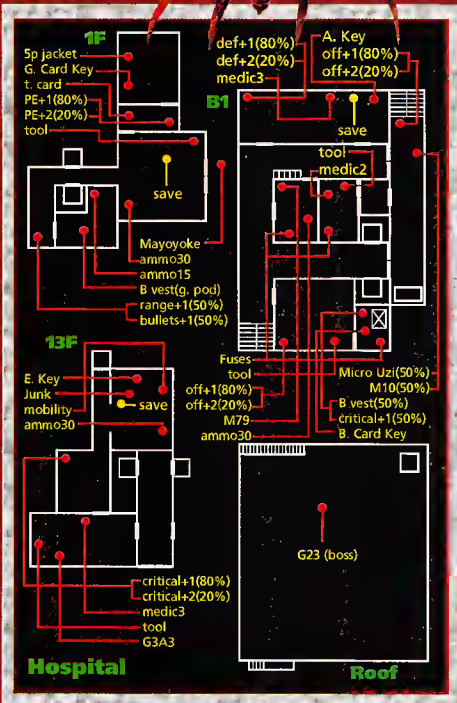


- 3.** The pods in the basement storage room are slow but they spit out red balls of poison. Grab the first fuse shining on top of the shelf on the right.

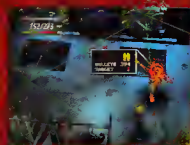


- 4.** Get the Autopsy Key in the small office and take note of the save phone, you may want to save more than once on this floor.

- 1.** Now you can check out what's in the locker: a lousy trading card! Also use the Storage Key in the basement. Check the waiting area for a box, too.



- 5.** The giant barbed flies have a hard shell and take many bullets to kill. They move really slowly so you can afford to use an Energy Shot and torch them up.



- 6.** The biohazard disposal room has a kangaroo-type beast which also has a high level of defense. Use your Energy Shot to take him out. Get the Blue Card Key from the corpse and grab the second fuse shining on top of the switch box in the top right corner.



- 7.** Enter the Blue Card Key door, then enter the door to the right. Target the deformed creature's head to prevent it from spewing more balls. Get the final fuse shining at the bottom right corner of the room.



- 8.** Insert the three fuses and connect the wires before you flip the switch or you'll fry!



9. After battling several pods, kangaroos and flies on the first floor, you'll meet a nurse who will hand you the Green Card Key



10. Use the Green Card Key and enter the door on the left side of the hall. Battle the giant pod; it's large, but not that tough. Rotate the first valve wheel on the left.



11. Push the stove away on the thirteenth floor to reveal a red button that opens up the secret lab area.



12. Find the HLA list and the Elevator key in the freezer tank room. Save here before the boss battle.

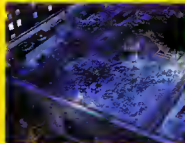
Boss Battle



As soon as Eve stops harassing you on the roof, immediately start running to the far left corner of the screen! There you'll find a window cleaner's platform where you can avoid the plane crash. Fight an easy cool-down battle with a spider and you've got another day under your belt!



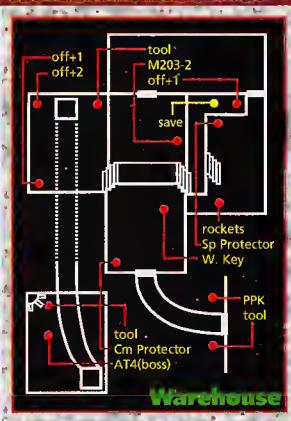
Use a long-range weapon and a ton of patience when battling the giant spider boss. Energy Shots are a bad idea since the spider can quickly spit its web from far away, trapping you for an inferno blast. Save your Parasite Energy for healing. When the camera angle changes, you know you're halfway there! The second round has tighter confines; always try to stay on the backside of the spider.

Day Five *Liberation* (Disc One)

*The fifth day is long and stretches onto Disc Two, so it will be treated as two parts.

Chain of Events

- Enter the Warehouse and fight the Crab Boss for the AT4.
- Meet Maeda by the manhole in Chinatown and enter the sewers.
- Head to the pump station across the bridge.
- Switch on the water pump in the control room. Turn it off to cross to the subway platform.
- Head to where the tracks merge and battle the centipede boss.
- Get the Gate Key from the dead officer on the Brooklyn Bridge. Head to the subway exit.



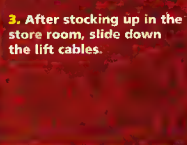
Warehouse



1. Look carefully for hard-to-find boxes—there are two behind the fence when you first enter. Grab the Warehouse Key behind the barrels after you battle the first rat and spider.



2. There's an item box on a higher platform right by the save phone. Save your game, then enter the door using the Warehouse Key. Cross the bridge and kill the spiders on each side.



3. After stocking up in the store room, slide down the lift cables.

Boss Battle



4. In order to beat the Crab boss, you must eliminate its claws first. Stay right next to the crab's claws so you don't get hit by the bubbles. Fire away as soon as the crab starts to spew bubbles. Start running in a circle when its eyes detach and start firing lasers. You can just avoid getting fried if you can do a sharp cut to fake out the eyes. As long as you avoid the laser eyes, you should be fine. Shoot the last target by

standing to the side of its head when the claws are gone.

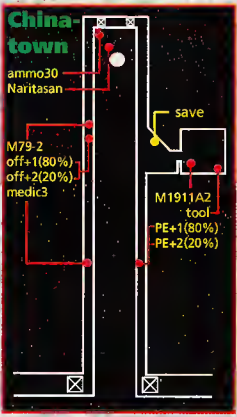
5. Make sure you heal yourself before you grab the shining tool under the gas pipes. You don't want to die a stupid death right after you killed the crab! Head back the way you came and make sure you save at the police station before you go to Chinatown.



Parasite Eve



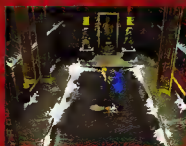
Chinatown



6. The super rats in Chinatown are heavily protected and hard to kill. Switch to the AT4 that you got from the crab boss and blast away. Sometimes one shot can wipe out everyone! Check around for obscured boxes.

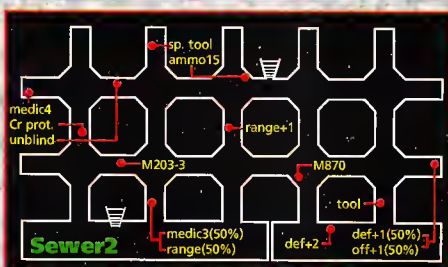


7. Keep walking past the save phone to the right and you will discover a secret room! Check the far right pot for a tool and a M1911A2 in the box.



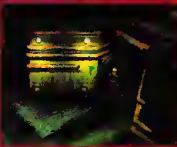
8. Maeda will hand you another charm. Grab some bullets next to the Buddha before you enter the sewers.

Sewer 2



9. The bats will blind you with their sonar and your weapon's range will sink to about a foot! Heal yourself immediately with a blindness potion. If you're brave and don't want to waste a potion, you

can still get in some strong hits without healing if you stand up right under them and fire point-blank.



10. There are several items to be found in the sewer area. Much of the environment looks the same so it's easy to get lost. The main thing is to get yourself to the bridge by eventually heading south.



11. Cross the bridge and go down to fight the two crocodiles, then head back up and save in the controller room. Flip both pumps on and watch the cinematic sequence. Turn off the pump and cross over to the subway platform.

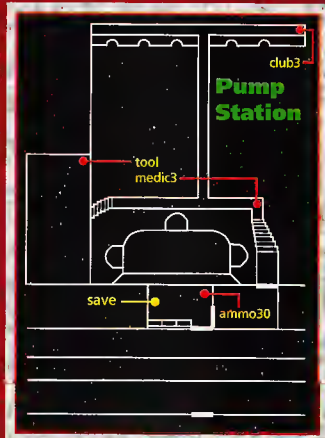
Subway



12. Although you did save just a few minutes ago, it's a good idea to do it here again—the boss up ahead is nasty! Stock up on the items around the platform.



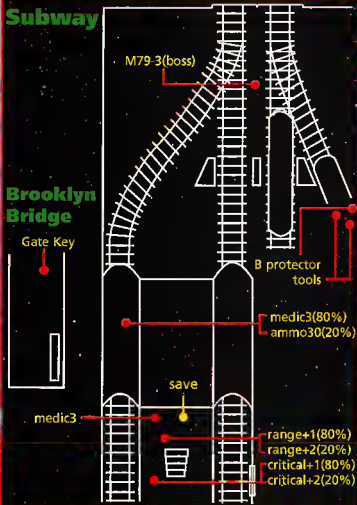
13. The left and right paths eventually lead to the same area. The left path has an item box. Both paths have moles which are easy to eliminate if you hit them while they're emerging from the ground.





Subway

Brooklyn Bridge



Boss Battle



14. The Centipede boss is loaded with toxic attacks. Watch out for the purple fireballs—they will poison you. Also, avoid getting zapped by the bolt or it will blind you. It will coil back every time to signal an attack, so stay alert; it will eventually break apart into four smaller centipedes. (Oh, great!)

Concentrate on one centipede at a time so you can cut away at the combined damage being done to you. Heal and detox consecutively if you have to.



15. Head around to the right side of the merging tracks and enter the second subway car. There are three boxes inside. Before you walk out to the bridge, make sure you save your game. Anything can happen when you're switching discs!



16. Head out to the bridge and grab the key from the dead cop. Start walking to the subway exit on the platform. Disc one ends here.

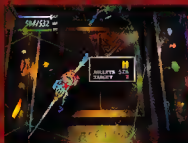
Day Five *Liberation* (Disc Two)

Chain of Events

- A.** Exit the subway area and go to the Museum.
- B.** Follow Dr. Kramp through the Museum.
- C.** Battle a giant scorpion.
- D.** Use the stairs to the second floor.
- E.** Use the emergency ladder to the third floor.
- F.** Aya's trapped in a room. Use the broken window to get down to the second floor.
- G.** Disable the security system.
- H.** Meet Daniel and Maeda in Dr. Kramp's office. Get the Kramp Key.
- I.** Fight the triceratops on the third floor.
- J.** You're thrown down to the first floor where you fight the T-Rex boss.
- K.** Take the elevator back up to the area where you fought the triceratops.
- L.** Head up to the fourth floor to see Eve.
- M.** Final battle with Eve.



Museum



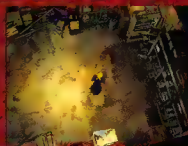
1. Follow Kramp through the halls. Use a gun with three or less rounds. The raptors and chameleons are too fast for an overloaded gun, so go lean and mean!



2. Some boxes are really hard to find—like the one near the map of the U.S. on the floor. Walk onto the fossil exhibit and press the action button off-screen!



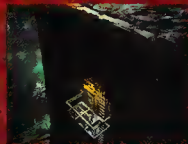
3. Kramp locks you out, so head back to the lobby and go past the elevator, through the jungle room. There are several trivia machines throughout the museum. Answer correctly and you get an item!



4. There's a secret room if you go around the bushes of the jungle room and turn right. Load up!



5. The scorpion battle is relatively simple. Just stay away from its tail or you will be poisoned.



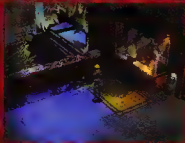
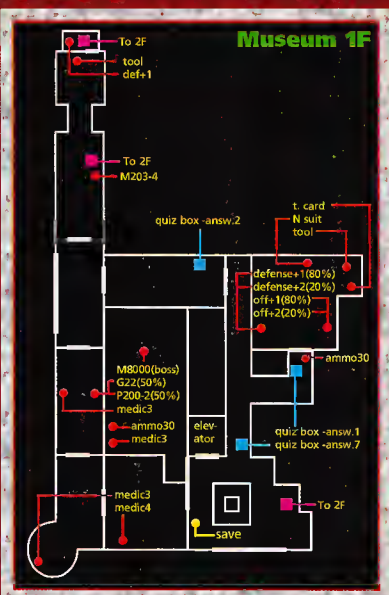
6. Take the stairs up to the second floor and head north until you find an emergency ladder that goes up to the third floor. Check for an item right by the ladder.



7. The pterodactyl has the ability to blind you. If you have a gun with only a couple of rounds, you should be able to kill it even before it attacks!



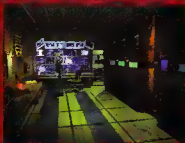
12. The triceratops mini-boss on the third floor is really fast and will charge you with its horns. Try to stay in the middle of the electric circle the monster shoots out. It will keep attacking even after its head is gone with more electric waves. After the battle, you will be thrown down to the first floor. Don't heal after the triceratops battle, you will fully recover automatically!



8. You'll get locked into a room. Go through the broken window and jump back down to the second floor.



9. There are two item boxes obscured by the cafe umbrella.

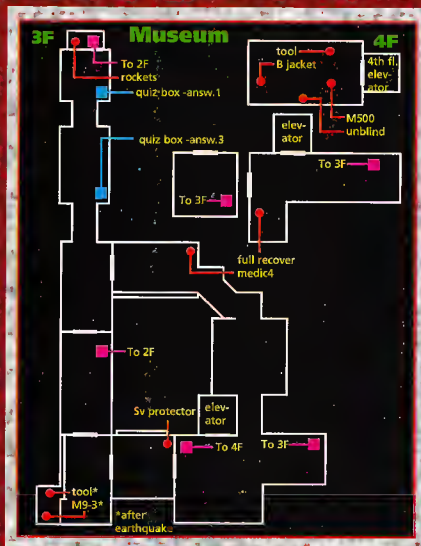


10. It's a good time to save when you get to the security room. Flip the security switch. Walk behind the right wall and press the action button to reveal an elevator that leads up to a secret room on the fourth floor!



11. Meet Maeda, Daniel and Kramp in Kramp's office. You will get the Maeda Gun and the Kramp Key.





Boss Battle



13. The T-Rex is your toughest opponent so far. Always stay near the tail of the T-Rex and don't get fried by its fire breath. The tail may hit you and cause some damage but it's a lot safer than standing out in front of the beast. After defeating him, you will receive the very handy M8000 with the double command.



14. Exit the back door and save in the lobby. This is your last save within the city before your battle with Eve. If you are playing EX Mode (more on that later), this is a good time to head to the Chrysler Building and test your skills. Head up to the fourth floor via the room where you battled the triceratops.



15. You have an opportunity to save right before the battle with Eve, but you will not be able to return to the city. A long-distance weapon is necessary to beat her. Whatever you do, don't let her grab you with her dangling arm—she can empty your HP bar more than twice! Attack target 3 (the womb) first, then work on target 2 (the torso), then target 1 (the head). She will groan every time you eliminate a target. Heal with much discretion!

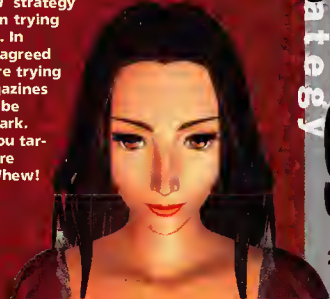
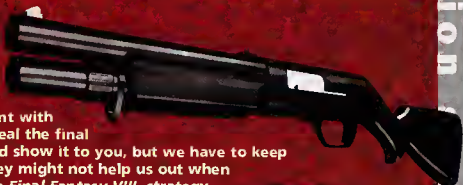


16. Eve will morph into another form and gain her second wind. The second morph is a lot easier than her previous form. Run to the far corner of the screen every time she rises up to drop a beam down. Use up all your medicines if you have to, this is the final stretch!

Day Six *Evolution*

Unfortunately, due to a contractual agreement with Square, we cannot reveal the final boss. We wish we could show it to you, but we have to keep them happy or else they might not help us out when the time comes to do a *Final Fantasy VIII* strategy guide for you! Honestly, Square has been trying hard to keep the last boss a big surprise. In Japan, all of the video-game magazines agreed not to reveal the events of Day Six; we're trying to prove that the American gaming magazines

can be equally honorable, so you'll have to check it out for yourself. Just be assured that you will receive plenty of health and ammo before you embark. Some helpful hints: Try starting with a Revelate. Pay attention to what you target! Remember the stay-away-from-the-front-of-the-boss rule. When you're heading to the engineering room, turn left at the first corner, not right! Whew! I hope I don't get in trouble...





The Chrysler Building



When you beat *Parasite Eve*, wait until the credits finish rolling and the save game screen appears. Save the game and pop in Disc One. In the main menu you will see a new option called "EX Game." The EX mode is basically the same game as the normal mode but the battles are a lot tougher. Many of the enemies are doubled in number. When you exit to the city map in EX mode, you will see a new selectable location: The Chrysler Building. The Chrysler Building is a mini-game with 77 floors of battles. Every ten floors you will meet a boss. The catch is that you must beat a boss in order to gain a key to use the elevator for that floor, then you can freely use the elevator and return to the same floor later. However, there are no save points: Once you die, you're back to the first floor! In the center of each floor is a room with a ton of rare items. Each floor is a randomly generated dungeon, so if you ever leave the Chrysler Building, it will reorganize every floor. The real nightmare is that every floor looks the same; it's akin to Chinese water torture! This is definitely for hardcore *Parasite Eve* players. The last boss (starting on the 70th floor) is...you guessed it!

Bonus Tip!



Here's a useless but cool tip: At the city map screen, press SELECT and you will be able to follow the helicopter around the city!



Special Bonus!

game.com

codes

BATMAN & ROBIN

Start With 30 Lives

At the main menu—the one that says "Start/Options/Exit"—press **C, Left, Down, B, Right**; you'll hear a signal to confirm the code. Now start the game and you'll find that you have 30 lives in reserve.

See the Ending

Also at the main menu, if you press **B, D, B, D, B, D**, you'll see the scene that appears when you beat the game.

DUKE NUKEM 3D

All Weapons & Ammo

During the game, press **PAUSE**, then—when the words "Press PAUSE to continue" are on the screen—press **A, B, D, A, D, D**; the words "GIVEN ALL WEAPON" will appear at the top of the screen. When you unpause, you will have all of the game's weapons in your inventory with maximum ammo for each. Repeat the code whenever necessary to refill your ammo.

Armor & Keys

Pause the game as described above, then press **A, C, D, C**, then press the lower right corner of the game.com screen twice; the words "GIVEN ALL ITEMS" will appear at the top of the screen. When you unpause, your armor and keys will be maxed out. Repeat the code whenever necessary to get armor and keys as you need them.

MORTAL KOMBAT TRILOGY

Secret Characters

At the character-select screen, press **B, C, B, B, D**; the screen will shake to confirm the code. Now you can play as Ermac by selecting the "7" box on the left side. To play as Noob Saibot, enter the code **D, C, D, B**, then select the "7" box on the right side.

Bonus Options Menu
Choose "Options" from the main menu, then—when the options screen appears—press **Up, C, D, B**; the screen will shake to confirm the code. Now you can access the "7" box; it's a bonus menu that allows you to activate "One Button Fatalities," "Instant Aggressor" mode or "Low Damage." With the "One Button Fatalities" option turned on, you can finish off your opponent as follows:

Brutality—Press A
Fatality—Press B
Friendship—Press C
Babality—Press D

SONIC JAM

Infinite Lives

During the game, press **PAUSE**, then press **A, B, C, A**; you'll hear a signal to confirm the code. When you return to the game, you'll find that your lives have increased by one. Repeat the code whenever necessary to keep your lives maxed out.

Invincibility

During the game, press **PAUSE**, then press **A, B, C, A**; you'll hear a signal to confirm the code. When you return to the game, your character will always have at least one ring even after he gets hit. This code will only remain active until the end of the stage where you entered it, so remember to enter the code again at the start of each new stage.

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DEADLY ARTS

by Geoff Arnold

Konami takes a unique approach to the fighting game format with *Deadly Arts*. The Big K has come a long way in the brawler category since the days of *TMNT Tournament Fighters* and 8-bit Nintendo. A word of advice, though: *Deadly Arts* is not your ordinary fighting game. With the *Tekkens*, *Street Fighters* and *Mortal Kombats* of the world, this game might seem strange to some at first. Devote a bit of time and patience, though, and *DA* really grows on you. With stunning graphics, multi-hit combos and juggles, and an interactive 3-D environment, masters of the fighting game genre may have a hard time turning the power off on this one.



Characters

There are eight selectable characters to start out with, ranging from a skateboarding kid (who, by strange coincidence, resembles Picky from *Fighting Vipers*) to a huge, bald wrestler. Each character has a series of basic moves that are universal as well as their own set of individual moves, juggles and combos. As the game progresses, the sub-boss, Gouriki, will be playable as well.



Kai

Kai is basically the "Ryu" of the *Deadly Arts* world. An all around good fighter, Kai has the most damaging combo in the game!



Azami

A small but versatile female, Azami is one of the most formidable characters in the game. With an easy 7 hit combo and lightning-fast speed, Azami should be one of the favorites of the game.



Serina

Also small and fast, Serina is very much like Azami. She doesn't have Azami's combos but she dishes out more damage.



Sakai

Think of Baek from *Takken 2*, with a wig. Sakai mainly uses kick combinations that can deal out major damage in seconds!



Miki

Miki is the "big woman" of the bunch. She relies on a lot of 1-2 combinations and throws to win.



Kongoh

No fighting game would be complete without a grappler, and this game is no exception. Kongoh has a variety of combinations as well as throws, making him one of the deadliest characters in the game. Beware!



Kaoru

What? A skateboarder? Kaoru is the quickest of the bunch, with mad combos to boot! Try chasing this little guy around the screen for half an hour!



Kyoya

The strangest character in the game, Kyoya looks like a cross between Beetlejuice and James Dean. He has the best reach and some interesting moves that will make you squeal with joy as you beat down your opponent.



Gouriki

Can you say "Four hits equals 50% damage"? Although very powerful, Gouriki isn't as easy to use as the other characters and might take some time to master. Gouriki becomes available only after you have beaten the game.

Gameplay



Rebound off of walls

There are several modes of gameplay offered in *Deadly Arts*. There is a 1-Player Arcade mode, Versus mode (for two players), Practice mode, Tag Battle mode, Team Battle mode, Record mode and Create A Fighter mode. The first three modes mentioned above are pretty self-explanatory. Tag Battle mode is a test of survival, with your main character pitted against all others. Team Battle mode is just that: You hand-pick a team of fighters, then go up against an opponent's team. Record mode gives you the option of recording your favorite combos so you can view them at a later time. Create A Fighter mode is pretty deep, not to mention pretty damn cool (I'll get to that in a few moments). As with most fighting games, the main objective is fairly straightforward: Knock your opponent out in any way possible. This can be accomplished with any number of techniques, including grabs, holds, throws, punch and kick combinations, and using the environment to your advantage in order to inflict damage. Although the gameplay has many elements contained in many other fighting games (throw escapes, rolling after a knockdown, side-stepping and dashing), Konami has gone the extra mile with *Deadly Arts* by incorporating some rather innovative tactics. These include throwing or knocking your opponent into fire,



through buildings and walls, onto rocks, into trees, and even using them to break down bamboo shutters! Also rarely seen in a fighting game is the ability to use walls. For instance, if your opponent has you trapped in a corner, simply jump back to rebound off the wall, then attack your opponent on the way down with a jump kick or landing attack. If they are close to the wall and you are in the right position, you can also perform a special grab that will enable you to take your opponent and bash them against the wall! Ouch! Last, but not least, is everyone's favorite fighting game feature: Combos! Each character has the ability to launch an opponent into the air and juggle

them as they fall. However, depending on the character you choose, you may only be able to sneak in a few hits for big damage. Example: Since Kaoru is one of the fastest characters in the game, he can get many hits in succession for a small amount of damage. But when playing Kongoh, for instance, you only need to sneak in a few hits before the combo ends for big damage. The big trade off: Characters who move faster seem to do less damage, while the larger characters are able to KO an opponent with but a series of 5 to 6 moves. Which character should you choose? It's all a matter of personal preference; use whichever style of play that works best for you.

Combat Basics



Punching



Kicking



Setting up combos



Throwing

Deadly Tactics

Some characters are more overpowering than others. Learn to compensate for this through the use of skill—not power. Learn your character's reversals so you are able to counter moves and throws. Learn to use your environment to rack up insane amounts of damage. Throw your opponent toward a brazier and laugh as they fall into the flames for mass damage! Once they get up, jump kick them back into the flames again. Get them close to walls, crates, trees or the like, then do a 2- or 3-hit knockdown to send them flying into objects for extra damage. Learn to roll out of knockdowns. Some, shall I say, "interesting" things can be done to you when you're lying on the ground, so watch it. Remember, sometimes it's easier to land a 1- or 2-hit combo than repeatedly attempting 7- or 8-hit ones.

Point System

You and your opponent battle for the best of 3 rounds and the winner is the one left standing taunting you. Just hit your opponent a couple of times, then go hide behind a rock or crate until time runs out, right? Not so fast! This game is based on a point system. You get penalty points for attacking a downed opponent, running away from an attacker for a prolonged period of time, and even performing repetitive attacks! If you fight honorably throughout an entire round, you're more likely to keep penalties to a minimum. On the other hand, if you fight dishonorably during a match, your opponent has a good chance at becoming the victor. Your best bet: Always try go for the knockout!



Blocking



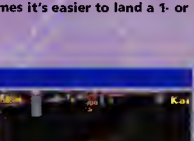
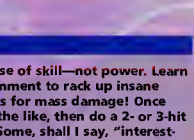
Rolling



Taunting



Pushing an opponent



Don't be a loser!

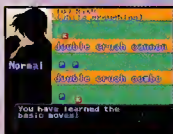


Create A Fighter

Never before seen in a console fighting game, Konami has outdone themselves with this option—you can actually design your own unique fighter! Create male or female characters, complete with outrageous hair styles and outfits. You can even conjure some of your favorite characters from other fighting games! Choose from a wide variety of options to create your own character. Sex, facial features, height, weight, hair style, hair color, outfit style, outfit color and skin color can all be altered to custom tailor your very own combatant. Remember that when creating a fighter, certain factors will not have a determination on your character like they do for a CPU-controlled opponent. Since you are able to study under any character in the game, you can learn any character's moves. This means that you can create a burly-looking character like Kongoh yet still possess the lightning-fast speed of a little guy like Kaoru, for example. The possibilities are pretty much limitless when creating your own character, so feel free to go nuts! Next comes training. You can learn anyone's moves, so pick a character that you like, then study under them. The more you fight, the more you learn. Some moves and combos may take a while to learn, but be patient; not everyone can become like Bruce Lee in a day. After the first match, your character will learn his/her basic moves. Once that's accomplished, the real fun begins. Train under everyone and learn all of your favorite moves and combos!



Check out that crazy afro, man!



Train hard to learn the basics



Create male or female characters

Practice Mode

Even though the game comes preset with a list of each character's moves, pulling some of them off can be rather difficult, so the game comes with a practice mode. Included in Practice mode is a helper guide, which includes data regarding whether the attack connects high or low. It also indicates the amount of damage inflicted with each attack. There's even a combo counter indicating the damage for an entire string of attacks. Use this to your advantage—learn which attacks hit high or low by setting CPU opponents to fight against you. This way, you can memorize what the animation routine of each move looks like. After hours of practice, you should be able to pull off some stunning combos, including 8- and 9-hitters!



Learn any character's moves

Combos

To get you started on your glorious path to destruction, I've included one basic combo for each character in the game. Higher-hitting combos are possible, but precision timing is required. Find out which combos do the most damage and let loose on your opponent!

Character	Commands	Number of Hits
Miki	Axe Crush, Punch, Kick, Down + Kick 5 times	9 hits
Kongoh	Double Leg Impact, Double Stomper	4 hits
Kaoru	Step Elbow, Punch, Kick, Dash, Up, Down + Kick 6 times	9 hits
Kyoya	Punch, Kick, Destruction Stomper	5 hits
Sakai	Power Knee Crush, Punch, Kick, Sliding Kick, Down + Kick 2 times	6 hits
Serina	Knee Explosion, Sneak Side Brawl, Down + Kick	4 hits
Azami	Knee Attack, Sou-ka Elbow, Low Chop, Down + Kick 4 times	7 hits
Kai	Back Spin Upper, Rising Elbow, Down + Kick 4 times	7 hits

Secrets

After beating the game with each character, more and more fighting stages become available, including a miniature model of a city—complete with crashing buildings! After beating the game, the sub-boss, Gouriki, becomes playable.

Hit the Road

Think you've got yourself a tough fighter? Think you have the skill to take out anyone at anytime? Take your controller pak on the road and find out! The N64 allows you to save your character, then bring it over to a buddy's house for some intense, toe-to-toe matches!

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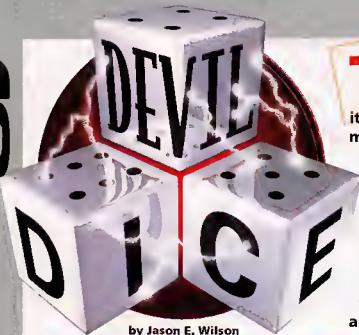
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Devil Dice



by Jason E. Wilson

The PlayStation has had a lack of puzzle games since its incarnation a few years ago. THQ's challenging *Devil Dice* is a warm addition to the PlayStation library. Unlike *Tetris* and its many clones, *Devil Dice* bases its scoring system on the removal of various numbered dice on the playfield. Your objective: Move the dice around while walking on top of each of them in order to find the exact number you are looking for, then place it next to the die you wish to remove. If this all sounds complicated to you, don't worry. It is VERY difficult to get an immediate grasp of the game; as long as you have a general idea of which move you need to make to get to a certain part of the die (ie; knowing that you need to move to the left with a die once when you have a "five" in order to change it to a "four"), you should be fine. Check out this strategy for guidance and helpful hints.

4 Ways to Play



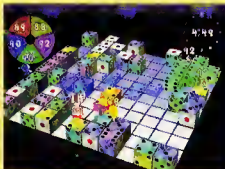
Trial Mode

This a preliminary mode that will allow you to get used to the various aspects of gameplay—with or without a time limit. Play this mode before you attempt a normal game in Battle mode.



Battle

The standard mode. Two players duke it out in a race to see who can complete four different sequences of dice that are randomly chosen to be eliminated from the playfield.



Wars

Up to five players can battle it out in this crazy mode. With the amount of dice on the screen and everyone moving everything all at once, this makes Bomberman look like Barbie!



Puzzle

If ya think you have what it takes to place the right die in the right place at all times, then give this mode a whirl to see if you can complete the various puzzles using the least amount of moves.

Techniques



Scoring

This is how the scoring system works. The number of dice multiplied by the total amount on each die equals your score. For example, to eliminate a row of 4s, you will need at least four 4s to do so ($4 \times 4 = 16$). This means you will have achieved 16 total points for the consumption of those four dice. If you add more dice to the sequence while they are disintegrating from the playfield, your score will increase significantly.



Eliminating "Snake Eyes"

Obviously, there is another way to eliminate dice that only have a single-digit value to them. The hardest part about this is creating a regular combo, then adding a "one" to it in a chain combo. This will eliminate all of the dice on the screen that are of that value.



Chain Combos

The key to this game is connecting as many dice to the original amount of dice for which you have already accumulated a score. For example, if you removed five dice that were labeled number 5, then chained on another number 5 as the dice were disappearing into the playfield, your score would double, triple, quadruple and so forth, depending on the number of dice you are able to connect with the original sequence before they are completely removed from the playfield.

Moving on the Ground

In the event that you fall off of the dice, you will land on the ground, enabling you to move the number dice around without changing them as you walk beside them. This helps for only a short amount of time. If you are unable to get back on top of a die when a lightning bolt strikes a square on the playfield, you will eventually be trapped. Anytime a lightning bolt strikes in your vicinity and you are on the floor, move to that square immediately!

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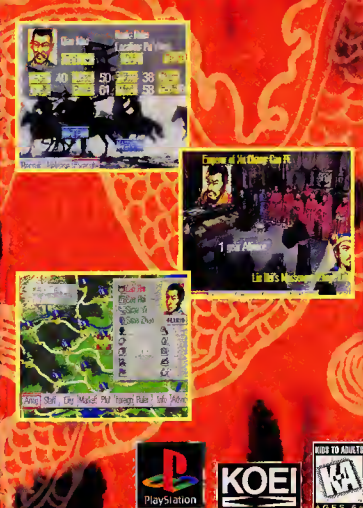


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When Darius was released twelve years ago in the arcades I was immediately hooked.

Creating a shooter that took up three monitors worth of screen space was ingenious. Over the years its many descendants gave minor gameplay and major graphics improvements to the original Darius theme (but with less screens!), but even up through Darius Gaiden, the game remained fundamentally the same.

by Ara Shirinian

Now with the release of G-Darius, fans like myself have gotten much much more than anyone could expect out of a shooter series over a decade old. I'm very pleased that the developers have added the innovative Capture Ball and Alpha Beam system into the game, making it more than simply "Darius 3D." I'm also happy that THQ is releasing G-Darius domestically; now gamers this side of the Pacific can enjoy a truly great shooter.

Zone Map



General Strategy

Aside from sheer reflexes, the key to mastering G-Darius (and attaining a high score) is mastery of the game's "Capture Ball" system. As in previous Darius games, most enemies appear in groups of roughly four to ten. Destroying each group of enemies will net an additional bonus score, which varies depending on the type of enemy. The method you use to destroy enemies also greatly affects the number of points received, as described in the table on the right:

Method Used To Destroy Enemy Group	Bonus Score
Normal shot	x1
Captured enemy's shot	x2
Capture Bomb	x3
Alpha Beam from normal enemy	x4
Alpha Beam from Enemy Captain	x63

Boss Strategies

Bosses in G-Darius are by far the toughest part of the game because they dish out so much firepower. The projectiles that bosses emit can be categorized three ways: Dumb, aimed, and homing. Dumb projectiles move in a fixed pattern and are usually sprayed randomly or in symmetric patterns across the screen. These are fairly easy to dodge but in order to compensate for this, bosses usually unload tons of them at a time at high speeds. Aimed projectiles move in straight lines, but are aimed at your ship's position at the time they're fired. Homing projectiles are the most annoying since they will chase your ship. It gets most complicated when you have to avoid multiple types of projectiles at once. I'll use the designation D, A, and H when referring to boss attacks.

During a boss battle, your most effective weapon is the Alpha Beam. It will inflict damage much faster than even a fully-powered Wave. A pattern common to all bosses is that you'll find enemies that can be captured appear on the screen just before the boss begins to charge its Beta Beam. When the boss fires its Beta Beam, it can be a turning point for the battle; if you have a captured enemy, you'll have an opportunity to do some major damage. If you don't, it's very difficult to dodge (especially with the later bosses).

If you do have a captured enemy when a boss begins to charge its Beta Beam, fire your Alpha Beam at the same time and rapidly press the fire button—your Beam will counter (absorb) the boss' Beam and grow larger. If you don't press the fire button rapidly enough while your Alpha Beam is out, the Beta Beam will absorb yours instead. Some bosses fire more than one Beta Beam, so you can repeat this for each one. With a few bosses like Queen Fossil, you can get a Four Fold Counter where your Alpha Beam will practically fill the entire screen. A Double Counter is usually enough to totally destroy most bosses, so it's imperative to have enough Capture Balls to perform the technique in the first place.

Some of the tougher bosses will try to shoot at you while charging their Beta Beam simultaneously. This creates problems since your ship moves very slowly while charging or firing the Alpha Beam. To decrease the risk of getting hit while charging, it's perfectly OK to fire your Alpha Beam out before the boss releases its Beta Beam. It's also OK to release yours even when the Beta Beam is out already. The Beta Beam will not damage you if you fire your Alpha Beam and then move into its path. Timing is not crucial.

This strategy will focus on the final boss battles, from zone Lambda to Omicron.

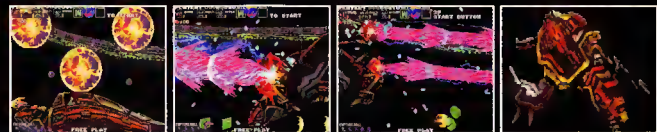
*Note: Because there are two different ways to finish each zone (upper area and lower area), the boss encountered behaves slightly differently at the end of each area. For example, at the end of Area U, Lightning Coronatus starts out on the right side of the screen, but in Area V, he starts out on the left hand side. Their movements are different but symmetrical. For each boss, I'll assume you've taken the upper area in that zone.

**Zone Lambda: Grand Cliff****Lightning Coronatus (Area U)**

Hey!—Lambda, Lambda, Lambda! LC's weak point is his entire head. He shoots fireballs (D) from his mouth and missiles (H) from his body. A straight electrical laser (A) will fire out of its fin if you get in front of it. After flipping around on the screen a few times (avoid the extreme edges of the screen as he flips rather quickly), he'll start to throw ribbon-like lasers (H). Then, two claws will detach from the body and will try to ram you. The claws are easy to dodge since you can see them rear backward before they come at you. Don't worry about the daws—concentrate your firepower on the head. Next, LC will flip around a few times quickly and a few capture-able enemies will appear. Immediately afterward, the daws will come out again charging the Beta Beam. If you can counter both of them with the Alpha Beam you should be able to destroy LC at this point. If you miss, LC's claws will come at you with a new spinning attack, and electrical lasers (D) that bounce off the sides of the screen will come out of his mouth. LC will subsequently gather electric power in his body & release it in a series of large electrical laser bursts (D) that are difficult to avoid. He'll repeat this twice before charging the Beta Beam again. He'll then alternate between the two attacks until he's destroyed.

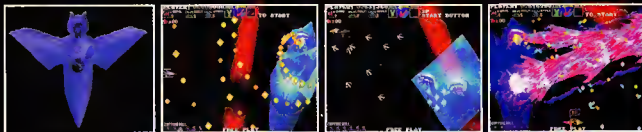
**Zone Mu: Great Fortress I****Heavy Arms Shell (Area W)**

HAS is really tough because some of his attacks are random. During the beginning of the battle and after he turns to the left side of the screen, he'll spew out enemies you can capture, however, he won't charge his Beta Beam until after he moves back to the opposite side. If he moves via the bottom part of the screen, he'll shoot ribbon lasers (H) and missiles (H). If he goes to the top of the screen, he'll shoot straight homing lasers (H). If it's the latter, be careful not to get stuck on the right-hand side while dodging, otherwise, you'll collide with him. If you can't counter the Beta Beam, stay on the bottom portion of the screen so you'll still be able to attack the head. Immediately after, he'll release more enemies and will charge two Beta Beams. After a stay on the lower portion of the screen if you can't counter. Next, HAS will use four different attacks before repeating his pattern. When he moves from the right side of the screen to the left, he'll throw a bunch of bombs upward while pausing in the lower center of the screen. If you stay in the lower left corner just above his head, you'll be able to avoid all the bombs and get some free hits in.

**Zone Nu: Genesis****The Embryon (Area V)**

The Embryon is G-Darius' toughest boss. It's composed of a disembodied head and a central core wrapped in a blobby membrane. You can freely move through the membrane without taking damage. You can hit both the head and core, but since the head will regenerate almost immediately upon destroying it, it's best to concentrate on the core. The Embryon is really good at filling the screen with tons of dumb bullets during most of the battle. It will alternate between a human-like shape with the head on top and a diamond shape with the head right in front of the core. Occasionally it will disappear as if you've destroyed it, then re-appear in another place. This is usually followed by an attack of large gold missiles (D). Since it releases cap-

turable enemies more often than it charges its Beta Beam, you shouldn't always wait for a counter. When it releases gray-colored enemies, a Beta Beam will usually immediately follow. In any case, if you don't see it charging right after you capture an enemy, it's usually best to go ahead and use the Alpha Beam anyway.

**Zone Xi: Great Fortress II****Accordion Hazard (Area W)**

It's important to have either a powerful Laser or Wave by the time you get to this guy because of the two claws that block his head. Missiles won't be able to penetrate through the claws quickly enough and you'll end up with a much harder battle. Most annoying are the tiny gold bugs that come out of ATB's body and crawl along the screen. Despite being slow, they take a great deal of damage before getting out of your way. You can take them out

if things get too hairy. Sometimes golden Solidnites appear on the screen. Don't get too cavalier with your Alpha Beam when they're out since they'll just absorb it all. ATB always fires two Beta Beams at once just after some capturable enemies appear, so it's not too hard to take him out quickly.

**Zone Omicron: Grave of Culture****Great Thing (Area U)**

The coolest zone in G-Darius also happens to have the coolest boss. The tiny shark enemies that spew out of Great Thing's mouth can be captured. You should probably wait until his side is to you to use the Alpha Beam. Watch out for the middle turret atop GT! If you time your Alpha Beam properly, you won't have to worry about dodging the lasers that come out of it (D,H). GT doesn't release his Beta Beam until approximately four minutes into battle, so it's not worthwhile to save capturable enemies. To avoid the lasers (H) that come out of GT's tail, just move in small circles as they emerge (either counter- or clockwise, depending on whether there's one coming at you from behind or the front of your ship). There won't be much space to

move, so be careful not to get too close to the tail. You'll be able to tell when he's ready to use his Beta Beam when you see the golden Solidnites appear around his body. Even though they'll block your attack path, he should be weakened enough for your Alpha Beam to finish him off.



Radikal Bikers

Radikal
BIKERS™

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Once again, Atari brings us an everlasting fun-filled game that can truly be enjoyed by anyone who loves video games. A sort

of *Paperboy's Revenge* for the '90s, *Radikal Bikers* has

the player delivering pizzas instead of the daily news. Another cool aspect is that you can actually run over various types of obstacles (obstacles that blocked your path when you were the paperboy), including old women with handbags, animals and pedestrians that try to stop you from delivering that fresh, hot pizza before the competition does. On the way to getting the fastest time possible, you will encounter many shortcuts capable of significantly reducing your time. For this strategy, I'll focus on power-ups and the most difficult level in the game, Diaboli.

POWER-UPS

Whether playing a two-player simultaneous game or playing against a computer-controlled opponent, there are various power-ups and techniques that you will gain during the course of each level.


TURBO

Turbo A rocket boost that allows you to jump over cars and trucks for a brief period of time without them blocking your path.



Bombs These allow you to utilize the "power-kick," which lets you knock away your rival and/or any vehicles that are in your vicinity. Remember, it is only possible to use this when you are either left or right of the obstacle.



Time Allows for extra time to complete the stage, usually one to three seconds.



\$ This symbol rewards you with a plethora of extra points!



? Randomly rewards you with one of the four items above.



LEVELS

Light (Margherita) An easy level with many shortcuts.

Medium (Capricciola) Not many shortcuts here, but loads of power-ups!

Hot (Diaboli) The most difficult of the three; countless obstacles, strategically placed power-ups and difficult-to-locate shortcuts.



Avoid curbs in this difficult level. The challenge of the four stages in "Diaboli" are the many vehicles and curves that await.



The tunnels in the advanced stages are tricky. Avoid swerving in and out of traffic, as there are few power-ups to encounter in the tunnels.



Hopefully, you will have a powerkick available to knock your rival into oblivion!



There will be many ramps to look out for. These are the only ways that you will be able to reach most of the power-ups.



Ride on the ramp of this semi truck to gain an edge over your adversary.



Maneuver your way carefully through traffic. An oncoming vehicle could annihilate you without warning.

After finishing one of the complete levels (each level has four stages), you will be judged on your ability to locate power-ups, shortcuts and bonus points. If you defeat your rival, you'll be rewarded with 50,000 bonus points!



Pocket Fighter



Utilizing animation routines from *Super Puzzle Fighter II Turbo*, *Pocket Fighter* is a hilarious romp through the world of Capcom. While not as serious as most Capcom fighters, *Pocket Fighter* is just as much fun. The sheer amount of cameo appearances by various Capcom heroes and villains is enough to keep you hooked. Besides characters socializing in the backgrounds, each fighter can sometimes temporarily change into another Capcom cast member. See if you can spot any of the other Capcom favorites within! Special thanks to Robert Johnson.

Flash Combos

Flash Combos are the attacks that compose the combo system in *Pocket Fighter*. Each Flash Combo has four steps. The first step always begins with the Punch button. Once the first step is initiated, anything goes. For example, after your first step, Punch, you can perform another Punch followed by two Kicks. See each character for his or her respective combo graph.

Pocket Fighter has dozens of cameos. We've highlighted most of them. See what you can find!

The Capcom Japan's headquarters

These characters mean "friend love"

Guy, Rolento and Rose scope out the club scene

Fai Long chills

Dhalsim meditates

Mr. Taco, Sagat, Bison and Adon gawk at June

Jon Talbain

Charlie eats his Ramen

Huitzil is a drummer!

Birdie, Bison, Rolento and Sodom chow down

Dee Jay mixes drinks for Cammy and Honda

It's Gen

Victor and Bishamon share a meal

Adon is anti-social

Guile and Charlie talk about old times

The Blodia Cyberbot towers behind Donovan

Look!—a Dhalsim sign!

Is Birdie always in the men's room?

June is the cashier girl!

It's a Rimgal billboard

A hologram of June

Anita hangs out

Balrog admires Chun Li and Hsien Ko

Leo believes reading is fundamental

What is Lilith doing?

Bison and Cammy window shop

Jon Talbain cowers near BB Hood

Felicia takes a catnap

Tao tries to elude some Sasquatch

Blanka likes the shade

Who is he?

Dhalsim with wife and pet elephant

Vega likes snowboarding

Sasquatch and Balrog hold on for dear life!

Yun and Yang shred the rad!

Bishamon's dog

Hey, Elena!

Rikuo fights off Blanka's pet snake

Sagat's Thailand arena

Bison rides his sled, Rosebud

Bishamon gettin' blunt

Morrigan's castle

Ghouls from *Ghosts 'n Goblins*

Talbain howls at the moon

Watch for Demitri here, then reappear sliding on the floor

Demitri's concubine's fan Rose?

Who's this?

Believe it or not, this is Jedah

An enemy from *Warlord: Red Earth*



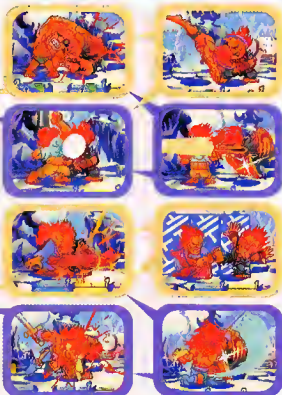
Characters

Akuma



The island that Gouki once used to train has been turned into an amusement resort. He's not very happy with this turn of events, so he leaves the island and continues on.

Akuma has some great animations. He sports the Speedo and Bolts in his first Flash Combo and ends by jumping in a pool of water. Odd as it may sound, this Akuma resembles Urien from *SF III: Second Impact* (maybe it's the Speedo). In his other Flash Combos, Akuma becomes a Japanese lumberjack, a Yakuza leader (even going so far as to show his tattoo) and Leo from *Wizard*.



A Gou Hadoken	↓ ↓ ↓ + Punch
Shin Hadoken	↓ ↓ ↓ + Punch
Gou Shoryuken	→ ↓ ↓ + Punch
A Tatsumakisempuukyaku	↓ ↓ ↓ + Kick
Teleport	→ ↓ ↓ + Kick, ← ↓ ↓ + Kick
Air Spin	→ ↓ ↓ ↓ + Punch
• Air Punch	Punch
• Air Slam	(in close) Punch
• Spinning Slam	(in close) Kick
• Air Kick	Kick
• Low Slide	do nothing
Mighty Combos	
A Shinkuu Hadoken	↓ ↓ ↓ + Special
Shin Shoryureppa	→ ↓ ↓ + Special
Raging Demon	→ ↓ ↓ ↓ + Special

Ryu



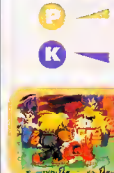
Ryu still desires to become the true warrior. He is in search of Tetsu; he has been told she holds all the answers. If he can meet and beat her, maybe he'll learn the location of Hauser.

Surprisingly, the Shotokan master's animation routines are somewhat boring in comparison to other Pocket Fighters. As opposed to Chun Li and Morrigan (to name two), Ryu remains in his karate gi throughout his Flash Combos. The only difference is that, in a couple of combos, he does shogun sandals (some ones Heihachi wears) to kick some heads in, as well as Balrog's



Hadoken	↓ ↓ ↓ + Punch
Shoryuken	→ ↓ ↓ + Punch
A Tatsumakisempuukyaku	↓ ↓ ↓ + Kick
Mighty Combos	
Shinkuu Hadoken	↓ ↓ ↓ + Special
Shinkuu Tatsumakisempuukyaku	↓ ↓ ↓ + Special
Lighting Thunderstorm	→ ↓ ↓ + Special

Ken



Ken loves his wife Eliza, yet, as beautiful as she may be, the married life can really weigh a man down. Ken has a simple request: He would like to share tea with a beautiful woman (watch out Morrigan!).

Mister Masters has only one Flash Combo in which he leaves his gi on. The Flash Combos make him look like the American that he is. In one combo, he has the street clothes go! on while he kicks butt. Another of his animation routines proves that he loves equestrian events—his faithful horse does a dance on the opponent's face! Ken gets into the spirit of World Cup by turning his opponent into a soccer ball and scoring a



Hadoken	↓ ↓ ↓ + Punch
Shoryuken	→ ↓ ↓ + Punch
A Tatsumakisempuukyaku	↓ ↓ ↓ + Kick
Shoryureppa	→ ↓ ↓ ↓ + Special
Shin Shoryuken	→ ↓ ↓ + Special
*hinkuukyaku	→ ↓ ↓ ↓ + Special

Pocket Fighter



Dan



Dan seeks a fighter weaker than himself. He would like to have his first Saikyō-style student. He knows Sakura is weaker than he is, so he must find her!

Captain's favorite punching bag is just as amusing as he's ever been. Like Ken, Dan remains in his gi for one Flash Combo—he can't forsake his Saikyō style completely. Other combos reveal Dan using what looks to be Takuma Sasaki (from *Art of Fighting*) to beat his opponent senseless. He also has a Japanese kimono while he sings and even impersonates the King. What a wild and wacky guy!



Gadoken	↓ ↘ → + Punch
Goryuken	→ ↓ ↘ + Punch
Dankuu Kyoku	→ ↓ ← + Kick
Old Man Blast	← ↓ ↘ → + Special
Koryu-ekka	→ ↓ ↘ + Special
Shinkuu Gadoken	→ ↓ ↘ ← + Special
Junokustusu	↓ ↘ → ↓ ↘ + Select

Chun Li



An animal has escaped from the zoo, and it's Chun Li's job to find this vicious beast and put it in its place. Let's just hope she doesn't confuse a famous celebrity with a wild animal.

The lovely Interpol officer is super-funny. She mimics Jill Valentine and June from *Resident Evil* and *Sir Gildator*, respectively. As Jill, she pulls out almost every weapon imaginable. As June, she mimics even June's combo from *SG*. When not impersonating other Capcom celebrities, Chun Li goes the way of the cheerleader or goes so far as to express her undying love for her opponent. She's definitely a great character to watch in action.



Lightning Kick	Press Kick rapidly
Kikoken	← ↓ ↘ → + Punch
Rising Bird Kick	→ ↓ ↘ + Kick
Spinning Bird Kick	← ↓ ↘ → + Kick
Mighty Combos	
Mega Kikoken	↓ ↘ → + Special
Cross Guard	→ ↓ ↘ ← + Special
Super Rising Bird Kick	→ ↓ ↘ + Special

Sakura



Always the super-obsessive fan, Sakura seeks Ryu. She would like the wandering warrior to be her training buddy for summer vacation. She'll have to find him and beat him first, though.

Up to no good, the Japanese schoolgirl is another fighter who joins in on the shogun action—donning the pants, top and weapon of choice. She also sports the *Playboy* bunny duds in one Flash Combo series. Other animation routines include a towel gag while in her bathing suit, as well as a tennis outfit and volley.



Hadoken	↓ ↘ → + Punch
Sho-oken	→ ↓ ↘ + Punch
Spinning Punches	← ↓ ↘ → + Kick
Mighty Combos	
Shinkuu Hadoken	↓ ↘ → + Special
Shoryu Sho-oken	→ ↓ ↘ + Special
Hanz and Franz	→ ↓ ↘ ← + Special

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Bomberman Hero



by Ara Shirinian
With Special Thanks to Atsushi Fukai

With its newest installment of the Bomberman franchise, Hudson has taken a wild departure from the traditional trappings of a Bomberman game. In addition to being the first "1-Player only" game in the series, Bomberman Hero introduces new methods of locomotion including flying, jumping, and swimming—making gameplay approach that of a more conventional action/platform title. Despite all this however, Hudson has successfully retained the characteristic Bomberman look and personality that has made it so popular over the years.

Bomber Basics

The key to succeeding in Bomberman Hero is patience.

Throughout the game there are few places where you're in immediate danger. Since there's no time limit, you can progress as slowly as you need to without consequence. What's more, in most situations you'll be able to attack enemies before they've even done enough to retaliate. BH apparently shares little with its previous incarnations, however, one quality that seems to have stuck is the extra care the player needs to take to avoid getting damaged by his own bombs. This game goes beyond the "Make sure you're sufficiently far away from a bomb before it goes off" mentality. In particular, if you rapidly throw bombs at the same location, each bomb will collide into the explosion of the one in front of it and detonate just a bit earlier. What you get is a chain of explosions extending toward your character, which is doubly bad because now the bombs are exploding in your face instead of where you intended them to. The moral is that you can't just go around throwing bombs willy-nilly. In the first half of the game it's probably more advantageous to prevent your bombs from getting too powerful. However, during the second half of the game, that extra power will be crucial.

Bomberman's Universe

However, some levels have two exits; each allowing access to a different subsequent level. This means you'll have to play through certain levels twice if you want to get access to every level within a given area. Also, there are 24 Dimensional Bombs (I'll refer to these as "D. Bombs") to recover, two in each area of the first four stages. I'll give detailed information about these further on.

Clear Points

Depending on your score at the end of each level, you'll receive between one and five Clear Points. I'll refer to the minimum number of points necessary to get five Clear Points as "MPN." After clearing a stage, you'll be assigned one of five medals depending on your total Clear Points. Since you can play through each level as many times as you want, you need not earn all five Clear Points the first time through. Additionally, the number of Clear Points recorded for a given level is the maximum you've earned out of all the times you've completed it. This means that if you've previously earned five Clear Points for a certain level, if you play that level again and you earn only one Clear Point, you'll still have five clear points recorded for that level. To earn a gold medal, you'll have to get five points for every single level in that stage. In order to reach the secret sixth stage, you'll have to get all five gold medals.

Quitting

You can exit from any level at any time, whether you've previously completed it or not. You can enter a level, pick up a bomb power-up or 1up, then exit while still retaining it. However, if you pick up items like Dimensional Bombs, you will have to complete the level the normal way in order to keep it—even if you've previously finished the level.

Stage 1 Bomber World

→ Area 1: Bomber Base

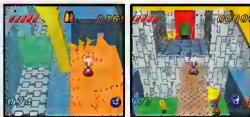
① Battle Room

MPN: 3500

② Hyper Room

MPN: 3000

Here, there are two different exits. The normal exit at the top of the conveyor belts will open access to the Heavy Room, while the hidden exit beyond the opening on the left hand side will allow access to the Hatena Room.



③ Hatena Room

MPN: 3500

④ Heavy Room

MPN: 4000

D.Bomb #1 is located atop the red columns near the beginning of the level.



⑤ Sky Room

MPN: 3500

D. Bomb #2 is on a platform to the left of the ship.





→ Area 2: Badder Forest

① Blue Cave
MPN: 2500② Hole Lake
MPN: 5000③ Red Cave
MPN: 5000

Once again there are two possible paths here. The exit halfway through the level will take you to Dark Wood, while the exit at the rightmost screen in the level will allow you to explore Big Cannon.

④ Big Cannon
MPN: 5000⑤ Dark Wood
MPN: 1500

D. Bomb #3 is on a platform on the right hand side near the beginning of the level. Run into the white tornado to reach the upper area.

⑥ Dragon Road
MPN: 3000

D. Bomb #4 is about halfway through the level. You can create a hole by bombing the fence.

⑦ Vs. Nitros
MPN: 4000

You'll have to face Nitros once in each stage. He's fairly easy to beat. Just make sure you always throw bombs at him instead of kicking them, as he can easily kick them back to you. Your best opportunity to get a hit in is when he starts jumping to try to avoid your bombs. The floor you stand on is covered with various colored tiles. The red tiles will damage you, while the green and blue ones are where Nitros must stand in order to perform his special attacks. Five hits will remove him.



→ Area 3: Peace Mountains

① Circus Valley
MPN: 3000

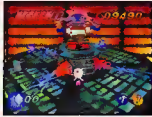
You can reach D. Bomb #5 by climbing up the cliff on the right hand side at the beginning of the level.

② Great Rock
MPN: 3000

D. Bomb #6 is on a small ledge in the middle of a long drop on the right hand side of the level.

③ Fog Route
MPN: 2500④ Vs. Endol
MPN: 8000

The key to beating Endol quickly enough to reach the MPN is to move as little as possible. When the electrical beams rotate around the area, just stand in place facing Endol and jump whenever a beam passes near. After three hits, he'll come down off his pedestal to attack. Three more hits will finish him off.



Stage 2 Planet Prime

→ Area 1: Estam Forest

① Grook's Hill
MPN: 5500② Bubble Hole
MPN: 6000

The holes where the bubbles emerge from in this level will warp you to various parts of the stage if you jump into them. Jump into the hole at the end of the level to reach the ledge where D. Bomb #7 lives.

③ Iras Lake
MPN: 4000

When you reach the end of the first part of Iras Lake, you'll encounter a wall with five holes. Each one will warp you to a different part of the level. The center and upper-right holes will take you right back to the front of the wall, and the lower-left hole will take you back to near the beginning of the level. The upper-left hole will eventually lead to a path that will open up access to the Alpha Canal. The lower-right hole will lead you to the Beta Canal.

④ Alpha Canal
MPN: 3500⑤ Beta Canal
MPN: 3500

D. Bomb #8 is on a platform above the canal just after the long slope.



→ Area 2: Prime Castle

① Gorongo Rock
MPN: 2500② Water Pool
MPN: 4500

D. Bomb #9 is located near the end of the level.



You'll find two exits at the end of the stage adjacent to each other. The upper exit will open the route to Mirian Road, and the lower exit will open the route to the Warp Room.

③ Mirian Road
MPN: 3000④ Warp Room
MPN: 2000

D. Bomb #10 is behind a transparent wall in the Warp Room.

⑤ Underground Prison
MPN: 1000⑥ Vs. Nitros
MPN: 3000



Area 3: Big Clock Tower

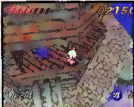
1 Killer Gate MPN: 3500

D. Bomb #11 is under a ledge on the left side about 3/4s through the level.



2 Kuru Kuru Tower MPN: 2000

D. Bomb #12 is at the top of Kuru Kuru Tower. However, the level's exit is below it. To reach the upper region, you'll need to activate a switch on some floating platforms near the spikes that emerge from the ground next to the exit.



3 Snake Route MPN: 2000

4 Vs. Baruda MPN: 6000

Here, you'll be in Bomber Copter mode to battle Baruda. Aiming your bombs will be exceedingly difficult, so in order to compensate for this make sure they're at maximum power. Six hits is all it takes.

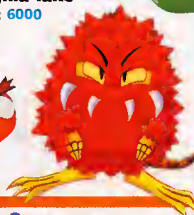


Stage 3 Planet Canathia

Area 1: Ravana Volcano

1 Hell Crater MPN: 2500

2 Magma lake MPN: 6000



3 Magma Dam MPN: 6500

Bomb the second dam opening to reveal D. Bomb #13 under the rock. This action will also open both exits in the level. The exit closer to the second dam leads to Suspend Through and the other exit will lead to Crystal Hole.



4 Crystal Hole MPN: 5000

Near the level's exit, if you fall down the ledge on the right hand side where one red and two blue crystals are, you'll end up on another platform where D. Bomb #14 lies.



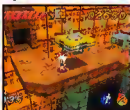
5 Suspend Through MPN: 5000



Area 2: Death Pyramid

1 Death Temple MPN: 2500

Once again you'll find two exits in this level. The exit near the beginning of the level will take you to Death Garden, and the other one will take you to Death Road.



3 Death Garden MPN: 3000

At the top of a difficult climb of various platforms you'll find D. Bomb #15.



4 Flotson MPN: 2500

D. Bomb #16 is in a conspicuous place on the floor just under the exit.



5 Aqua Tank MPN: 2000

6 Aqua Way MPN: 3500

7 Vs. Nitros MPN: 3000



Area 3: Canathia Temple

1 Devil Coaster MPN: 5000

Here's the location of D. Bomb #17 near the end of the level.



2 Hell Corridor MPN: 3000

D. Bomb #18 is on the leftmost side of this level.



3 Mad Coaster MPN: 3500

4 Moveston MPN: 3000



5 Vs. Volban MPN: 5000

Volban's weak spot is his face. After you hit him there twice, a shield will surround his whole front body. You'll have to hit his tail to further damage him. Getting around to his back is a bit difficult because he always tries to face you. It will take good aim to successfully lob a bomb at his tail before he gets a chance to turn around. After three more hits, his shield will disappear and you'll be able to hit him in the face again. Bomb him in the face two more times and he's history.





Stage 4 Planet Mazone

Area 1: Roovey Jungle

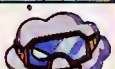
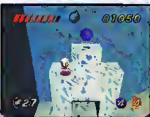
1 Roovey's Woods
MPN: 45002 Jungle Falls
MPN: 3500

D. Bomb #19 is located just before the second exit in the level.

The first exit leads to Cool Cave and the second one leads to Freeze Lake.

3 Freeze Lake
MPN: 20004 Cool Cave
MPN: 5000

D. Bomb #20 is in the left-most part of this level.



Area 2: Monsnow Mountains

1 Snow Land
MPN: 3500

If you destroy all the snowmen skiing back and forth in this level, two platforms will appear allowing you access to the upper area. D. Bomb #21 is on the left side.

2 Blizzard Valley
MPN: 30003 Snow Skeet?
MPN: 15004 Heaven Sky
MPN: 6000

D. Bomb #22 is hidden behind a large floating statue about halfway through the level.

5 Eye Snake
MPN: 4500

Area 3: Mazone Dome

1 Vs. Nitros
MPN: 30002 Air Room
MPN: 3000

D. Bomb #23 is near the top of the level. In the center. Jump onto the air duct just below to reach it.

3 Zero-G Room
MPN: 4000

You'll find the final D. Bomb in the right corner of this level.

4 Mirror Room
MPN: 20005 Vs. Nethia
MPN: 4000

When you first encounter Nethia, she'll be flying around on a small platform, but you'll have to fight her one-eyed robot sidekick first. You can make Nethia go away temporarily by bombing her twice, but this won't necessarily make the battle any easier. The robot's weak

point is its eye. It will shoot out missiles and a laser occasionally. The key here is not to get too excited. You can avoid the laser by staying sufficiently far away from the robot. The missiles can be easily confused by running in large circles around the platform. Whatever you do, do NOT jump in the air while the missiles are out or you'll surely get hit. After hitting the robot four times, Nethia herself will come out. She'll attack by jumping near you and either cracking her whip or throwing knives. Both can be easily jumped over. Once she attacks, she'll jump off the screen again and re-appear again in another place. Because she tends to jump nearby, you should simply stand in one corner (but not too close to the edge) and wait for her to appear, then throw a bomb right away. If you're lucky, she'll re-appear in the same place and you won't even have to change your position to attack again. Six hits will take her out.



Stage 5 Planet Waldoth

1 Boss Room 1: Endol
MPN: 8000

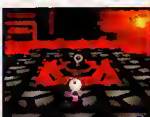
Endol's pattern is really easy. Just move out of his way right after throwing a bomb at him. Sometimes he'll electrify the entire area, but it won't matter much if you have enough fire to hit him five times to kill him.

2 Boss Room 2: Baruda
MPN: 7000

Here, you'll have to battle the second stage boss without the aid of the Bomber Copter. His head is his weak spot. Baruda will fly around the room fairly high, so it will be difficult to get a hit in. However, if you wait until he is at attack. Instead of running out of his way, jump up and throw a bomb at him. If it hits before he reaches you, he'll take damage and his attack will fall short. Repeat five times.

3 Boss Room 3: Nethia's Robot
MPN: 5000

Nethia's Robot behaves the same way as before, except that his laser now extends to the entire length of the screen and he moves around by disappearing and re-appearing into different parts of the lava that surround the area. Use this opportunity to get some easy hits in. Bomb his eye six times to destroy him.





4 Boss Room 4: Nitros MPN: 5000

The final battle with Nitros is really tough. He'll have all his previous attacks at his disposal, plus the red tiles are in highly annoying positions. Use the same strategy as before to take him out. As before, five hits will do the job.



7 Vs. Bagura MPN: 1000

Bagura has three different forms for you to face. In his first form, he'll run around the area throwing fireballs and trying to run into you. Because he moves so quickly, you should have your bombs completely powered-up before facing him. After you bomb him six times, he'll turn into a retarded helicopter-like figure. You'll see three of them, but only one is the real Bagura. Throw a bomb at each one until you hit the real Bagura. After four more hits, he'll transform into a tank with two arms. You'll have to bomb each arm six times to destroy it. In order to make most efficient use of your time, once you bomb one arm successfully you should try to hit the other with a bomb. After that, you should alternate between the two. Finally, after destroying both arms you'll have to bomb the center three times to permanently take him out.

5 Boss Room 5: Volban MPN: 5000

The battle with Volban takes place underwater. The missiles he shoots out move fast and turn even faster, at first they may seem impossible to dodge. However, if you move toward Volban (he'll retreat to keep your distance constant) and move in a very wide circular pattern around the openings where his missiles discharge, they'll just miss. If you fire a round of bombs whenever you're in front of Volban (while still moving in circles), and your bombs are sufficiently powered-up, you'll most likely score a hit. If you get to the end of the corridor, simply do the same motion while moving backward. Five hits will suffice.



6 Boss Room 6: Nethia MPN: 6000

Now, you'll have to fight two Nethia at the same time! You must hit either one of them a total of eight times to clear this stage. To further complicate matters, tiny robots will constantly fall from the sky and land on the center of the platform. Although they can indeed put a hurt on you, they don't really attack, so it's best just to avoid them. Use the same strategy as your previous battle with Nethia and you shouldn't have any trouble.



Stage 6 Planet Gothic

If you have all five gold medals and have collected all the D. Bombs, you'll be able to play the sixth stage.

1 Outer Road MPN: 2000

2 Inner Road MPN: 3000

3 VS. ??? MPN: 3000

The very last boss in the game is actually easier than Bagura. You only need to bomb him seven times to destroy him. The only

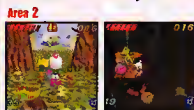
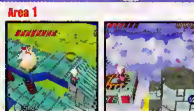


time he's vulnerable is when his wings are spread apart. He has a swooping attack much like Baruda in Stage 5, except that he won't stop short if you hit him. Don't get too close to him, otherwise he'll try to cut you up with his sickle. He also has an attack where he changes color then releases a wave of blades that radiate outward. You can jump over all of the blades if you're able to anticipate this move.

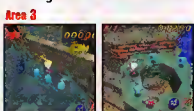
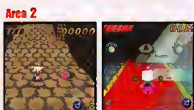
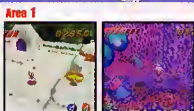
Bonus Options

- After finishing Stage 3 with all gold medals, you can access the Slider Race in Option mode.
- After acquiring five gold medals, you'll have access to Golden Bomber. Here, you'll be able to play three extra stages.
- After finishing Stage 6, you'll receive the final bonus option, Mirian's Treasure Hunt. You'll have to find 24 items Mirian has left in the first four stages. Fortunately, they're easier to find than the D. Bombs. Here are the locations of all of them.

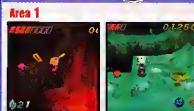
Stage 1



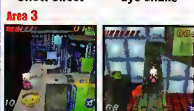
Stage 2



Stage 3



Stage 4



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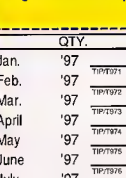
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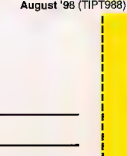
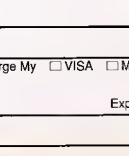
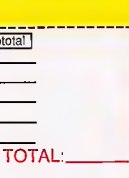
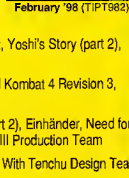


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TIPS & TRICKS, P.O. Box 469070, Escondido, CA 92046





After nearly five years of development, the spiritual sequel to *Out of This World* and *Flashback* is finally complete. In my opinion, it was worth the wait. The animation and attention to detail are phenomenal. The cinematic opening and cut scenes are among the best I've ever seen on the PlayStation.

The game follows the adventures of a young boy named Andy, whose dog Whiskey has been stolen by the henchman of an evil creature known only as the Master of Darkness. Andy happens to be something of an amateur inventor and sets off to find his pet with the aid of a homemade transdimensional flying machine and lightning gun.

The game plays a lot like *Out of This World*, with many unique situations often calling for thoughtful solutions rather than raw power. Each level presents new sets of challenges and techniques to learn.

Fans of recent games like *Oddworld* will definitely want to give *Heart of Darkness* a go. There is so much in *Heart of Darkness* that is more rewarding to discover on your own. This game can be brutal, but generous restart points and unlimited lives make progression a surmountable challenge. Here, we will walk you through the first three levels to give you a solid grasp of the basics; from there, you're on your own.

The Basics

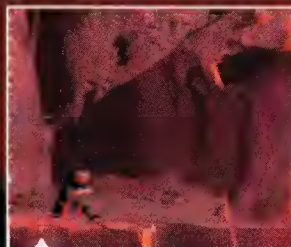
Andy can walk, run and jump with the best 'em. He automatically tiptoes when necessary and climbs a wide variety of surfaces with ease. Holding the Jump button down after making a jump causes Andy to grab onto vines or climbable areas he passes. Tapping the Jump button quickly after the initial time results in a double jump, good for clearing long gaps or leaping over enemies.

Andy starts the game with his trusty lightning gun, but, throughout the course of the game, new and different weapons become available. Learning and mastering each of them is key to survival.

Level 1 Canyon of Death



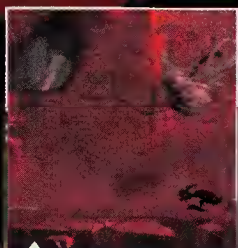
This shadow is actually an enemy that can knock you off the ledge and kill you. Use the lightning gun on the hanging skeleton to destroy it.



The skinny Shadowmen grab Andy and hold him in place. Slowly rock the D-Pad left and right to throw them off.



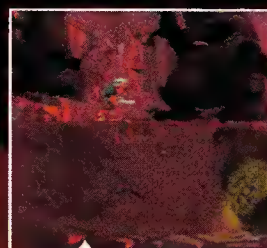
The lightning gun causes this rock formation to collapse and release a whole slew of angry Shadowmen.



These Shadow Dogs will knock you from the cliff unless you double jump over them.



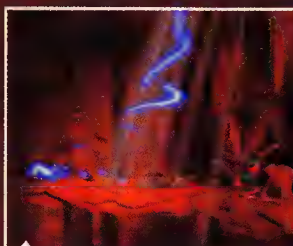
Wait until the Shadowman that is slamming the ground does his thing, causing the Shadowman lurking near the ladder to be thrown into the air, where you can zap him with the lightning gun. If you try to climb the ladder without destroying him, he'll eat poor Andy whole!



This giant slug eats Andy's lightning gun, and it'll eat Andy too, unless you run past it as quickly as possible.



This Shadowman sneaks after Andy across a precarious rock bridge...



...where it is destroyed by this beam of sunlight.



A friendly Shadow Lizard teaches Andy how to climb.



Jump up and down on this platform to progress onward.



Climbing up to this bone knocks it down and forms a bridge leading to a short upward climb and the end of the level.



Level 2 Swamplands



Pulling this vine lifts the barrier, allowing Andy to pass.



In *Heart of Darkness*, there's good water and then there's bad water. This is bad water—don't fall in!



Wait for the Vine Snake to eat the firefly before attempting to pass. When you reach the lily pad at the far side, climb up to the higher level before moving to the next screen.



Before you freak out, you should know that it's usually safe to cross here only when the middle Vine Snake is eating a firefly.



This is an example of good water—lifesaving water in fact, since you'll need to duck down in the deeper sections to avoid some pesky diving Shadowbats here...



...until you come to this beam of sunlight, when they stupidly try to chase you right into it.



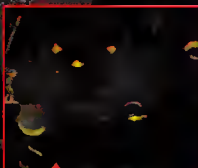
Jump and grab this "vine" from the ledge here to reveal that it's actually a Vine Snake that was lying in wait for you on the mountain pass above.



Head right into this dim corridor—before you climb to the top. While the Vine Snake is preoccupied with its lunch, jump into the firefly nest to release a bunch of them. Now head back and make the climb upward.



As long as you released the fireflies below, this room will be filled with them and the Vine Snakes won't be quite as anxious to chow down on Andy. Wait until the closest creature is eating, then run and leap across the chasm and into the next room.



Here again, it's usually safe to make a break for it when one of the Vine Snakes is eating. If you're quick, the others will snap at Andy but miss.



Push this rock to send Andy careening down a stone slide and into the next area of the swamplands.



After his fall, Andy ends up hanging upside down from a vine. Don't let him hang around too long, though, or he'll become supper for a giant Swamp Slug. Rock the D-Pad left and right to swing toward the branch.



When he reaches it, Andy will automatically wedge it into the jaws of the giant slug and swing out of danger—well, immediate danger that is; you'll still need to swim like mad for the shore on the next screen as the enraged monster gives chase.

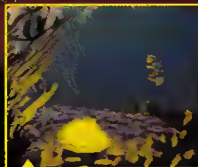


After climbing this tree, you'll find a Shadowbat harassing a harmless-looking winged creature. Jump onto the vine to release a sunbeam and disintegrate the evil beast. After a brief cut scene, you're off to Level 3.

Level 3 Magic Lake



Andy is dropped into a deep lake. Swim quickly toward the bottom or a well-aimed fireball will follow Andy under the water.

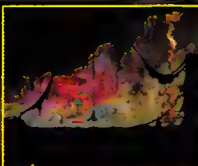


This eerily glowing rock may seem dangerous, but it actually gives Andy his second weapon: the ability to shoot energy blasts from his hands! Unfortunately, you can't use it underwater, so proceed carefully to the right.

Heart of Darkness



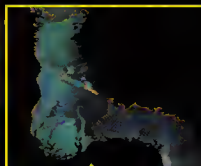
With his feet back on dry ground for the moment, Andy gets to try his newfound power on this pile of rocks that is blocking the path. Tapping the Fire button produces a quick, but weak, blast while the Special Power button creates a powerful blast that takes a few seconds to charge up.



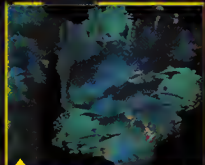
The powered blast also causes these little brown seeds to sprout into climbable vines, and also to revert to seedlings again.



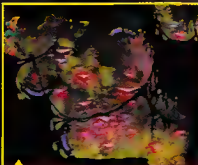
Here's another example of bad water. Those little black things swimming around are Shadow Piranha. (You don't want to see what happens to Andy if he falls in there!) Kick the seed into the water and it will drift to the far side and settle there. Use a powered blast to turn it into a vine, then climb the brightly colored fungi to the platform over the water. Carefully back up and perform a perfectly timed running jump to the vine.



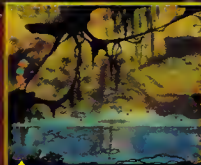
These anemone-like Sea Cavities create strong currents, usually sucking Andy right into their mouths. Stay as far away as possible and fight the current.



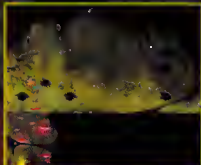
Watch the bubbles in front of them—like this one in the lower left—actually push you away rather than pull you in. Use this to your advantage as you negotiate the maze of underwater caverns.



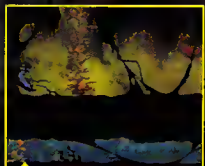
Use Andy's full-powered blast to temporarily choke the Vine Snakes, then carefully climb down through this room.



Here's some more of that bad water. Before you traverse this area, you'll need to find some way to get the current flowing, allowing that floating seed to move up onto the platform. Head to the left.



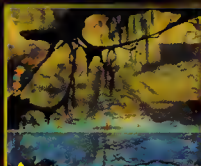
After making your way past a couple of angry Vine Snakes, you'll meet a new monster, the dreaded Balloon Worms. They pop out of holes in the wall and are difficult to avoid. A powered-up blast will kill them, but they'll often snatch Andy before he has time to get a shot off. The best advice is to run through the room and quickly climb down on the far side.



Swim slowly toward the right edge. As soon as you enter the next screen, some rocks (which blocked the water current) will be knocked out of place and you'll be sucked into the Shadow Piranha-infested waters, unless you quickly turn and head back the way you came.



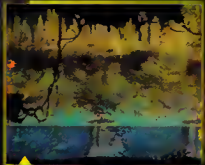
Head back to this room and turn the vine into a seed, then kick it over to the next cavern and right into the water.



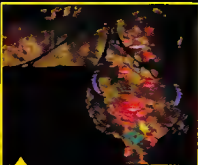
The seed will float to the platform, bumping off another seed, which then floats to the next screen. That's okay; it's what you want. Send a power blast across the screen to the seed at the far right, then hit the seed on the platform in the middle of the screen. Now, a couple of quick jumps will get you safely across.



While still on the vine to the far right, charge up a power blast and revert it to a seed, which you'll kick into the water on the next screen.



With both of the seeds in place on the small islands, it's a simple matter to turn them into vines and make your way across the room to the exit near the top of the screen.



This room will challenge your timing to the max. Slowly climb upward while nailing the Vine Snakes with charged blasts. You may have to hit them a couple of times to ensure that they don't wake up. Once at the top, jump to the platform and immediately duck and begin firing normal shots as fast as possible as the Shadowmen start falling from the ceiling.



Don't dawdle in this room—a serious mob of Shadowmen will start chasing you almost immediately. You need to sprout a seed in the next room, then quickly climb to safety on a high platform.

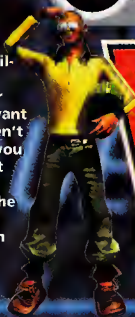


From the safety of the platform, you can pelt the Shadowmen with energy blasts until they're all gone. In the next room, be careful of the many Shadowmen dropping from the ceiling. Again, ducking normal blasts should mop them up as they hit the ground. After that, it's a short walk to the end of the level.



Last issue, we gave you the lowdown on some of the best drive-by action available on the PlayStation with our *Vigilante 8* guide. This month, we're back for more. Herewith are some codes you might want to use in solo or multiplayer battles. You aren't restricted to using only one code; that is, if you input the Monster Wheel code, you can input the Gravity Reduction code as well.

Note: These passcodes are to be entered at the Options screen. An underscore () denotes a space in the passcode. The passcode system works with lowercase and uppercase letters. Very special thanks to Julie, publicist extraordinaire at Activision!



by Tyrone Rodriguez

Large Wheels

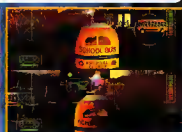
Passcode: **Monster Wheels**



This code more than doubles the size of your vehicle's wheels.

Character Vs. Same Character

Passcode: **Same Character**



The Same Character passcode permits more than one person to use the same vehicle.

Less Gravity

Passcode: **Reduce Gravity**



Entering this code changes the physics of vehicles, making them react as if they were on the moon.

More Intelligent AI

Passcode: **Hardest of all**



Enemies are more tenacious and aggressive if this passcode is entered.

No Enemies

Passcode: **Go Sightseeing**



Using this code allows you to enter an Arcade Mode game with no other vehicles to hinder exploration.

Unlock All Secret Characters & Levels

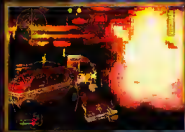
Passcode: **WMNNWLHTSCUCLH**



The implementation of this passcode releases all secret characters and levels and allows you to view each character's ending.

Invincibility

Passcode: **I Will Not Die**



This passcode grants you invincibility. Your vehicle will not sustain any damage.

Powered-Up Enemies

Passcode: **Deadly Missile**



All enemies will have secondary weapons at the outset of the battle with this passcode.



This ultra-cutezy 10-piece set of Tekken 3 figures can be found for about 30 bones. The set is comprised of primary Tekken characters...before "time release".



COOL ZONE

With so many awesome toys and gadgets this month, we could barely squeeze 'em all onto two pages! Let's not waste another second—let's go!



you da bomb!

Bomberman may be busy starring in two new games this fall, but that's not stopping Hudson's main man from coming out with some way cool gear! While no U.S. releases have been confirmed for any of the items pictured here, we couldn't resist showing you this stuff anyway (you may want to special order.) Among the items on display: A Bomberman clock, sports bag and Hudson baseball cap bearing the letters "Hu". Some knowledgeable readers might recognize the Hu logo from the early '90s TurboGrafx-16 game system, which used a cartridge format known as HuCard (Hudson co-created the TurboGrafx-16 hardware along with NEC). Japanese B-Man fans have a huge selection of goodies to choose from. Local shops carry everything from stickers to wall scrolls to calendars.



Capcom has been known for its great female character designs. It recently commissioned a company to create five-inch tall resin figurines of Morrigan (from Darkstalkers), June (from Star Gladiator) and Chun-Li (from Street Fighter). If you do decide to purchase any of these resin figures, you may want to lock them away in a vacuum-sealed storage vault—they are extremely fragile! (Morrigan and June shown.)



Tiger Electronics is taking big time classic video games and shrinking 'em down to the size of a pager! There are two arcade games available, *Go! Go!* and *Defender*—plus, one of the greatest Atari 2600 games of all time: *Kaboom!* These little LCD games come with a key chain attachment, so there's no excuse to ever be without your favorite hobby!



Seen in arcades in Japan, *Densha De Go!* (which roughly translates to "Go by Train") is now a pocket key chain LCD game. Along the lines of the Tiger games series, this mini version of the popular train sim plays as close to the original as possible (for an LCD game). It even features a variety of landscapes as you pass through Japan!



The Color Game Boy is on its way here, but what you may never see is the Game Boy Light. This handy dandy new generation Game Boy is smaller than the original Game Boy but slightly larger than a Game Boy Pocket. The indigo-tinted backlight maintains good consistency throughout while remaining very pleasing to the eye. The new backlight and improved screen can really breathe new life into games of old. The Game Boy Light comes in platinum and silver finishes. Expect other colors to follow! (Silver model shown.)



Cool Zone



Spider-Man and Electro



Mister Fantastic and Invisible Woman



Spider-Man and Spider-Woman

Say hello to the ASCIIWHEEL 64! This nifty new driving wheel is officially licensed, tested and approved by Nintendo and features a ton o' features like turbo setting options, built-in D-Pad and adjustable steering column. Since the device is so compact, you can prop it on your lap and drive almost effortlessly. The wheel folds up, too, allowing it to be stored in tight, out-of-the-way spots (such as under a bed, for instance.)



Now this is hot! Tyrone spotted this Destroyer "toy" at a collector's shop. This monstrosity comes unassembled, but that's the fun part—once the endoskeleton has been built, the framework is then inserted into a rubber body. Bury the batteries and—tah-daaa!—you have a walking, screaming Destroyer. Aww, yeeeh-uh!



Even if you thought the movie was lame, you've just gotta love this \$100 giant-sized Godzilla! The monster, nearly two feet tall, is capable of "devouring" smaller action figures. To retrieve those who have been eaten, all you have to do is open the compartment in Godzilla's back. This is truly a superior-quality toy!

In preparation for Jeff Gordon Racing for the PlayStation, ASC was kind enough to give members of the press a super-detailed die-cast metal replica of Jeff Gordon's Monte Carlo. This puppy has a working hood, trunk and suspension.



Prepare to be blown away, Famous Covers collectors: A trio of limited edition 2-packs are on the way, courtesy of Toy Biz! In August, Mister Fantastic and Invisible Woman will go on sale exclusively at Target stores. Kay-Bee Toys also gets in on the action in August with an exclusive of its own: A Spider-Man Spider-Woman 2-pack (each figure sports their black costume). Possibly the best set of 'em all, though, is the Spider-Man/Electro 2-pack, available in October exclusively at Target. In this set, Spidey comes outfitted in his trademark blue and red threads. Electro has a way cool removable mask, too! The production run for each of these 2-packs has been limited to a measly 12,000 pieces, so get it if you're interested, you'd better get out there and get some... pronto! Oh, and be sure to bring a brick along—you'll wanna use it to beat the tar out of Jim as he tries to run off with the last one!

Get ready to cheat like you've never cheated before! InterAct has a brand new product on the way, and it's called the DexDrive. The DexDrive is a memory card port that attaches to your PC. Using the DexDrive's graphical user interface, you can archive game saves to your computer's hard drive, attach saves to emails and send 'em to friends. The DexDrive is available for both the PlayStation and Nintendo 64 at a suggested retail price of \$49.99.

INTERACT

DexDrive for the IBM



DexDrive for the PlayStation

The folks at EA had some Need For Speed III promotional 1/180 scale models done up by Real's Model Art. Jim got his hands on the Ferrari Maranello. While it's more a collectible than a toy, the two-inch long bugger really captures the silver bullet right down to the quad exhaust system.



Here are some more Virtual Dn action figures to whet your appetite. Dn the left is Raiden, ready to kick some titanium booty. New to the Virtual Dn toy line are limited-edition "Player 2" versions of some of the Virtuaroids. Seen at the right is Temjin in Player 2 colors.





SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



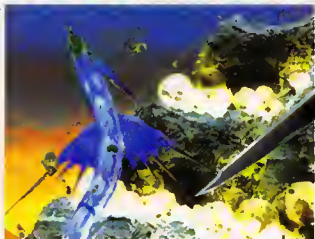
Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



FINAL FANTASY VIII

Square Electronic Arts • Possible 1st Quarter 1999 • 1 Player



Squall Leonhart, one of the starring characters in Final Fantasy VIII.

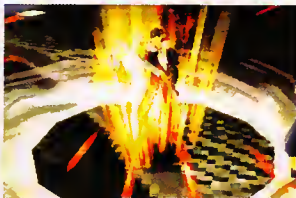


FINAL FANTASY VIII



Last year's Final Fantasy VII was a tremendous hit—both here and abroad—and Square has every intention of shattering the minds of hard-core RPG players by making this next installment even more mind-numbing.

Square wasted no time after the release of *Final Fantasy VII* and quickly went to work on the sequel. Upon initial inspection, *Final Fantasy VIII* has a much more serious look to it, departing from the deformed characters found in *FF VII*. There are two heroes in *FF VIII*, both of whom are male: Squall Leonhart and Laguna Loire. The game follows each man and their separate adventures until they meet up. How Square will incorporate the two stories is a mystery, but there is much speculation as to how it will be done—separate disks, a "zapping" system like *Resident Evil 2*, etc. What is evident, though, is that *FF VIII*'s storyline is more about interpersonal relationships than straight-on action and adventure. The developers at Square hint that the new *FF VIII* logo indicates the gist of the story: Two lovers embracing. The designers also decided to remove themselves a bit from the dark, gloom and doom imagery seen in *FF VII* and go for a brighter, fresher-looking atmosphere. The Japanese release of *Brave Fencer Musashi* will include a playable demo of *Final Fantasy VIII*. Hopefully the US release will also include the very same demo disc. Square hopes to have *Final Fantasy VIII* released in Japan by December, so expect to see a full hands-on T&T update within the next couple of months!

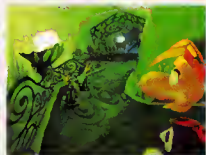
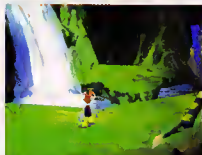
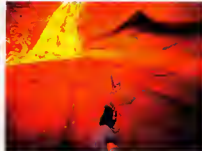
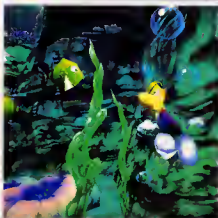


RAYMAN 2

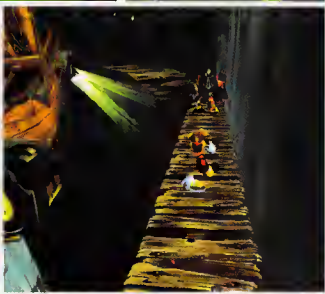
Ubi Soft • October • 1 Player

TIPS & TRICKS

Possibly the biggest shocker since the O.J. verdict: Rayman 2!



Rayman 2 caused more than a few heads to turn at this year's E3 show in Atlanta. Somehow, Ubi Soft has managed to quietly assemble one of the most gloriously rendered games to ever show up on a monitor, and it's headed straight for the Nintendo 64 and PlayStation. In this sequel, Rayman—the goofy guy with no neck, arms or legs—resides in a three-dimensional, Mario 64-type polygon world. As Rayman, the main objective of the game is to escape an intergalactic zoo and use the powers of your imprisoned buddies to unlock gateways to "Great Power." There are three distinct zones, or "universes," in the game, divided into ten levels each. With the help of analog control, Rayman's advanced powers let him run, swim, fly, swing on vines and even rock climb! Of course, Rayman's greatest weapon is also intact: his magic fist. Tap an enemy on the shoulder to get their attention, then let loose with a charged-up knuckle sandwich. Slated for release in the fall of this year for the N64, PlayStation owners will have to wait until spring of 1999 (at the earliest) for their conversion.



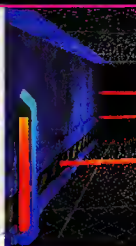
THE FIFTH ELEMENT

Activision • September • 1 Player

TIPS & TRICKS

French developer Kalisto is back with *The Fifth Element*, a third-person perspective action/adventure game for the PlayStation. A cleverly crafted title, *Kalisto's Fifth Element* was built around a modified *Nightmare Creatures* engine. Being huge fans of *Nightmare Creatures* (control problems aside), we were pretty excited when the first previewable rev hit the office. It didn't take us long to notice Kalisto has come a long way since *Nightmare* with regard to gameplay mechanics; *Fifth Element* is packed with puzzles, traps and ultra-intelligent enemies. The level of interactivity has increased by leaps and bounds as well—dozens of items such as crates, barrels and plate glass windows can be obliterated into next Tuesday at the touch of a button. At the start of the game, players can select to control either Korben or Leeloo. Trigger-happy Korben is able to use a variety of weapons, while Leeloo must rely on *Nightmare Creatures*-type hand-to-hand fighting skills. Grab key cards, find hidden power-ups, teleport to new areas and blow the enemy away!

IONS OF FULLY DESTRUCTIBLE ITEMS!





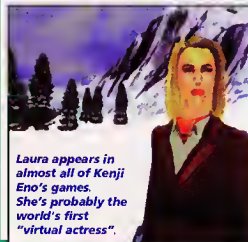
D2

Sega • Possible 1999 • 1 Player

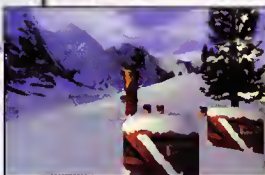
One of the most respected game designers in all of Japan, Kenji Eno is taking steps to ensure D2 is nothing short of spectacular.

D2 was the first Dreamcast game ever to be shown to the public and could very well be the flagship title for the console's Japanese debut in November. Originally, D2 was slated for Matsushita's M2 and then was pushed to the Saturn. Seeing that D2 was an innovative title, Sega decided to bring it out as a Dreamcast game.

Kenji Eno, president/owner/creator of Warp games, reintroduces Laura as the main character. Other Warp "virtual actors" like Kimberly and David from *Enemy Zero* and the original *D* also make their appearances. D2 begins with the hijacking of a commercial airliner over northern Canada. The plane crashes into the cold mountains where Laura has to defend herself from radical terrorists. Unlike the pre-rendered FMV look and feel of past Warp projects, D2 features real-time polygon gameplay. D2's world is unimaginably massive thanks to the Dreamcast's incredible processing power. Anything that's visible to the player—no matter how far off in the distance (mountains, cities)—can be approached and examined! With scenes of Laura toting a submachine gun, it's evident that D2 is a clear departure from Eno's often serene titles.



Laura appears in almost all of Kenji Eno's games. She's probably the world's first "virtual actress".



HYBRID HEAVEN

UPDATE!

Konami • 4th Quarter 1998 • 1 Player

Judging by the shot below, players will need a steady thumb on the analog stick in order to safely guide Slader along narrow platforms.

We first broke the story on this one in our December 1997 issue, and now we're back with more details. Konami's *Hybrid Heaven* is the type of action/adventure game N64 owners have been waiting for. Set in a sci-fi universe, players assume the role of John Slader and go on a mission to rescue the President of the United States from a hostile alien force. With *Hybrid*, Konami has thrown a variety of game-play elements into the mix; players can explore their surroundings, solve puzzles and engage in combat. As the game progresses, players can watch as Slader changes in appearance and acquires enhanced abilities in order to better deal with the organic and cybernetic enemy life-forms that inhabit the solar system. Sure, *Hybrid Heaven* may be a bizarre name for a video game, but with graphics and gameplay this hot, who cares?



Upon close inspection, you can see just how much detail has been applied to Hybrid Heaven's polygonal characters.





WILD 9

Interplay • September • 1 Player



After two different development teams and a list of delays the size of the Great Wall of China, *Wild 9* is shaping up to contain some of the best 3-D platform action on the PlayStation. *Wild 9*'s claim to fame will be its gameplay and super-intricate storyline. Using "The Rig", Wex Major can literally torture his enemies to death! The death scene possibilities are endless. If you see a life-threatening obstacle or barrier in your path, chances are good that it can harm your enemies as well.



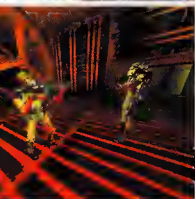
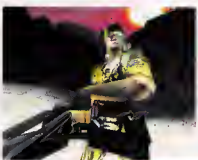
▲ Wex uses the rig to place this unsuspecting grunt near a fan. This loser is gone with da wind!



ALIENS VS. PREDATOR

Fox Interactive • 4th Quarter 1998/1st Quarter 1999 • 1 Player

AVP was one of the games actually worth playing on the Giga, er...Jaguar. Fast-forward to 1998: Fox takes two of its biggest properties and works some new magic—PlayStation style. Set for release just before or after Christmas, AVP is looking good, with extremely detailed environments. Play as an alien, predator or marine in this first-person action shooter.

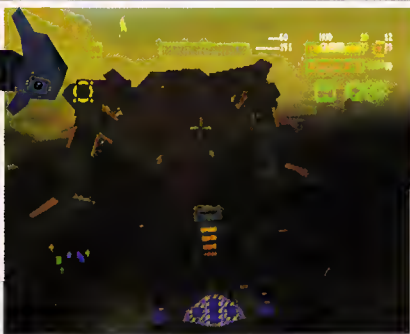


COLONY WARS 2: VENGEANCE

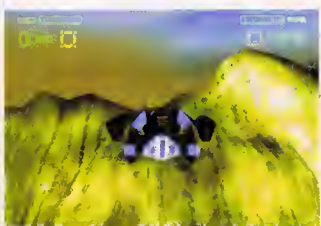
Psygnosis • December • 1 Player



Take our word for it, *Colony Wars 2: Vengeance* is awesome. The graphics generated during the planetary battle scenes approach the visual beauty of the Nintendo 64 (they're unfreaking-believable.) Aside from the amped-up sights and sounds, Psygnosis has improved the enemy intelligence from the original. Extra effort has been made to allow for more true-to-life physics. If you get flanked and are hit, expect to fly into a tailspin or out of control in one way or another. If you thought the weapons were cool before, you haven't seen anything yet: six new weapons have been added to the already formidable arsenal. Don't think we'll let this one pass us by; look for a flyboy's guide soon!



The graphics of the planetary segments are "Nintendo 64-quality." No, we're not kidding!





CAESAR'S PALACE 64

Crave • January 1999 • 1-4 Players

Forget what you know about previous gambling video games... Caesar's Palace for the N64 is unlike anything you've ever played before! There are three ways to play. You can dive right into your favorite casino games with Instant Play mode. Multi-Play mode allows up to four players to gamble simultaneously. It gets even better. With Adventure mode, the development geniuses at Lobotomy have created a "virtual Vegas" where players can interact with casino patrons and employees! Those short on gambling funds can even get a loan from the mob! Adventure mode allows players to use their winnings to upgrade rooms (yes, you actually stay in a room!), buy new clothes and purchase items at the hotel gift shop. We haven't been this excited about a casino video game since, well...ever!



"So ya need a little cash, huh? No problem. Just remember...you cough up the dough in two weeks or Bennie here comes lookin' for ya. Capeesh?"



DARKSTALKERS 3

Capcom • October • 1-2 Players



Darkstalkers 3 features 18 characters, 14 of whom are returning fighters from Darkstalkers and Night Warriors. In addition to a training mode, there is also a brand-new custom combo "Dark Force" move that gives players an opportunity to string together special moves. Visual Story mode lets you explore a virtual Darkstalkers museum to gaze at beautiful artwork and more. Excellent!



DARKSTALKERS 3

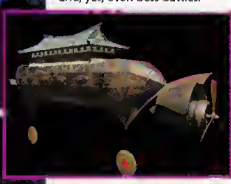
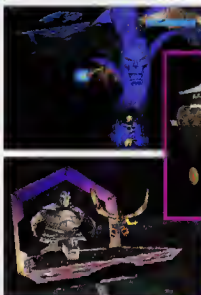


THE DIABOLICAL ADVENTURES OF TOBU

989 Studios • 4th Quarter • 1 Player



With its soaring, high-flying gameplay, Sony's Tobu finally gives PlayStation owners a taste of Panzer Dragoon-style action. Tobu must rescue his uncle who's been kidnapped by the evil emperor, Nen Kirith. Tobu has wings that give him freedom to fly just about anywhere over the mythical land of Tokoro. Players can jump, fly, dive, hover and attack enemies. In order to progress through the game, Tobu must replenish his energy by landing on "charging station" platforms. Tobu can counter deadly spells, gather useful clues and trade seeds for extra lives. Supporting Sony's Dual Shock control pad, Tobu contains more than 30 tremendously interactive stages loaded with puzzles, enemies and, yes, even boss battles.



No rails here! Tobu features full 360° freedom of flight.



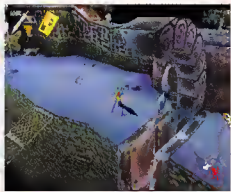
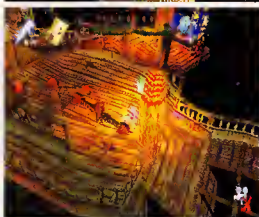
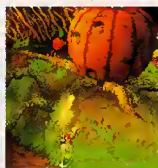


MEDIEVIL

Sony CE • October • 1 Player



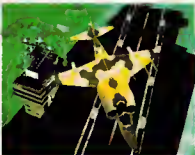
Until Capcom decides to make a move, this is about the closest thing we're gonna get to a 3-D Ghouls 'N Ghosts. The undead hero in *MediEvil* is Sir Dan. Using swords, daggers, axes, lightning rods and magic potions, Sir Dan must save the world from eternal darkness. Battle zombies and other crazed mutants in your journey through villages, graveyards and castles. The boss battles alone are worth the price of admission! *MediEvil* is Dual Shock compatible.



HARRIER 2000

Video Systems • 1st Quarter 1999 • 1 Player

From the very same team that brought us *Aerofighter's Assault* comes *Harrier 2000*. Pilot the only "fixed wing vertical and short take off and landing aircraft" in the free world for the sole purpose of blasting baddies out of the sky. Use rocket launchers, 17 types of bombs and other weapons to survive. If you dug last year's *Aerofighters*, wait till you get a load of this!

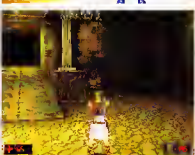
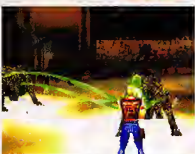


DUKE NUKEM: TIME TO KILL

GT Interactive • September • 1-2 Players



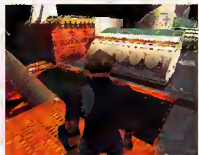
A real man's man, Duke Nukem doesn't take any, um...doo-doo. *TTK* has our testosterone-filled pal travelling through time to rid the Earth of alien scum. Initially, we weren't sure what to expect from the switch to third-person perspective but now that we've had a chance to play the game, we're impressed. Featuring new weapons, advanced puzzles and lots of hidden items, this game rules! We suspect that some of the game's content may get cleaned up, though; at this stage, *TTK* is brimming with naughty-type graphics and dialog.



OMIKRON

Eidas • 4th Quarter 1998 • 1 Player

In a parallel universe, there lies the city of OmiKron. Even though information on the game is a bit sketchy at this point, we do know that players will be able to freely explore their 3-D surroundings. Search the streets and the insides of buildings to communicate with townfolk. Players can solve puzzles, fight enemies and pilot anti-gravity vehicles. Sounds pretty cool!



PENNY RACERS

THQ • October • 1-4 Players

Developed by none other than Takara (of *Battle Arena Toshinden* fame), *Penny Racers* has *Motor Toon Grand Prix*-like charm and much more. Based on the line of Penny Racer toys, this N64 game contains 9 courses, 14 different vehicles, a multi-player mode and nearly a hundred parts and weapons upgrades. There's also a way cool create-a-track feature!





ACTIVISION CLASSICS

Activision • October • 1-2 Players

Activision. God love 'em. This time the company has really gone above and beyond the call, cramming 30 classic Atari 2600 games onto one CD for the ridiculously low price of \$29.99. (Back in '82, you'd pay that for a copy of *Chopper Command* alone!) Here's a list of some of the games included: *River Raid*, *Pitfall!*, *H.E.R.O.*, *Kaboom*, *Freeway*, *Grand Prix*, *Spider Fighter* and *Barnstorm-*

ing. Since the games featured on the PC compilation (released in '95) weren't 100% identical to the 2600 originals, we contacted a rep from Activision to find out more. We were told that the PlayStation disc would indeed consist of games that "look and play exactly as they did on the original 2600." Jump into the ultimate time machine and check this out!



JEFF GORDON RACING

ASC Games • 1st Quarter 1999 • 1-2 Players

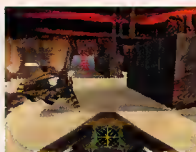
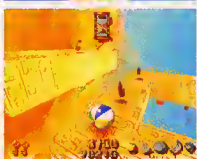
ASC is putting everything it has into this great-looking stock car racing game. *Jeff Gordon Racing* is an arcade-style adrenaline fest featuring Gordon—one of the most successful drivers in NASCAR Winston Cup history—as your teammate. Super high speeds and futuristic courses make this one a real contender in the driving game market. Also coming to the Nintendo 64.



KULA WORLD

Paygnosis • September • 1 Player

Oh, this is good. *Kula World* (formerly known as *Kula Quest*) has finally made its journey to the U.S. Developed by Game Design Sweden, the object is to clear each topsy-turvy 3-D level by moving a beach ball across platforms and reaching the exit. The ball can be bounced over sections of a platform to avoid danger. There are mind-bending bonus levels, too!



Perfect Dark



Perfect Dark



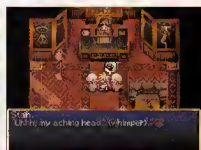
D.T.T.



Rockman & Forte



Guilty Gear



Tales of Destiny



Moto Racer 2



Dead in the Water



Rival Schools



Rival Schools



Thrill Kill



Thrill Kill



Thrill Kill



Thrill Kill

LAST MINUTE GAMING INFORMATION...

* It looks as if there's no end in sight to the "video games to movies" trend. There has recently been talk of a *House of the Dead* motion picture! We've heard that Dreamworks Interactive may be attempting to invest in the project. Things are at an extremely preliminary stage at this point; if we hear more news, we'll pass it along.

* Activation news! The company knows hot property when they see it; they're bringing *Quake II* to the PlayStation! Activation has also expressed interest in doing a *Vigilante 2* sequel! If plans for *V2* 2 are given the thumbs up, the brilliant developers at Luxoflux seem to be more than ready. Luxoflux team members have stated that they intend to fully expand on the original game with fresh ideas. We've heard rumors that a sequel could even make an appearance on Sega's Dreamcast. Wow! Judging by the ungodly PlayStation version, we can't even begin to imagine how cool a DC *Vigilante 2* would look like!

* Nintendo and Hudson have formed a new company: Manegi. Translating to "Invitation Cloth", Manegi will develop original games exclusively for the N64. When broken down, Nintendo holds the dominant position in the new company, with a 60% share.

* Speaking of The Big N, the company has also teamed up with Tokyo Electron Device to produce a color digital camera for use with the Nintendo 64! Called "Mario Photo", the camera will essentially function in a manner similar to the hugely successful black-and-white Game Boy Camera (released here in the U.S. back in June). The camera goes on sale in Japan November 16th (those lucky ducks get all the goodies first!) at a suggested retail price of ¥9,800 (\$70). We'll track down more details soon.

* Konami's *Beatmania* is currently being developed for the PlayStation and heading for Japanese retail shelves sometime in the near future. The game may or may not see a U.S. release; we'll let you know...

* Square has announced that *Ehrgeiz* is in development for the PlayStation, a very, very tall order considering how infinitely detailed the coin-op version of the game is! A U.S. release has yet to be confirmed.

* Ohio-based the company ReSurus (the company responsible for those way cool Duke Nukem figures) is planning to produce a line of *Quake* action figures. The manufacturing process is still in its infancy, but there is a slight chance that the figures may be ready in time for Christmas 1998.

* More toy news—and, boy, it is big! Nintendo characters are about to come to life like never before! First, a line of *Zelda* action figures are being produced by Bersusens Deutsch & Associates. Figures will include Link, Ganon and several other supporting characters from the upcoming N64 game, *Ocarina of Time*. The ink has also dried for three new lines, courtesy of Toy Biz, Mario Kart, Diddy Kong Racing and Star Fox action figures are all on their way! We could end up seeing the toy lines as early as Christmas of this year!

* Ever wonder what the most violent, disgusting, evil, horrible, sadistic, satanic console game of all time is? *Doom*? *Quake*? Midway's *Mortal Kombat* series? Nope; not even close! Our vote goes to Virgin's *Thrill Kill*! The soon-to-be-released PlayStation game is so ripe for consumer backlash, the company has decided to set up a "warning" screen at the game's front end. Players are given two options before playing the game. Willing participants can press the X button to forego ahead and take part in the game's gruesome fighting activities. Sensitive, tear-eyed individuals (ie; parents)

on the other hand, can opt to press the circle button and run for the hills. Just how "over-the-top" is *Thrill Kill*? How does a leather-dad, breast-implanted woman shoving a steel rod through the skull of a man begging for mercy while on his knees sound? That's just for starters. Believe it or not, *Thrill Kill* is actually quite a bit of fun—especially in multi-player mode. In addition, the graphics—although extremely violent—are some of the most well-defined seen on the PlayStation (see screen shots to the left). Funny thing is, we have a feeling that with all the controversy (a "Mature" rating is inevitable) and the aforementioned "warning" screen (works great as a big neon sign for every curious kid on the Earth), Virgin will likely end up making an even bigger...um, killing with the game. Look for a shameless strategy in next month's *Tips & Tricks*!

* According to Nintendo's Shigeru Miyamoto, *Super Mario 64 Part II* is more than halfway complete! "We were devoting our efforts to *Zelda*. It's always a matter of priorities. Once we get back to working on the sequel to Mario 64, I think it will be finished rather quickly," Miyamoto explains. We hope you're right, Miyamoto-san!

* Look for Rare's *Perfect Dark* to be released no sooner than first quarter of '99. Rare also has announced that work is already under way on the sequel to Banjo Kazooie. What's the title, you ask? *Banjo Toole*, of course!

* Capcom news: The company is considering releasing a new Mega Man game for the Super NES here in the U.S. The game has been available in Japan for several months now, under the title *Rockman & Forte, Rival Schools for the PlayStation* will be released in October in the U.S. as a two-disc set. The second disc contains a never-before-seen Training mode (you even get a report card grading you on your performance) as well as a bunch of awesome mini-games like soccer and baseball! Unfortunately, Capcom has decided to omit one of the sweetest modes from the U.S. version: School mode! Kind of like a Japanese dating sim, School mode lets you attend classes and mingle with students on campus. Yes, it's true that this mode has a very Japanese flair to it, but we think it would've been cool if Capcom translated it for American players anyway. Oh, well! Finally, Capcom has expressed some interest in publishing Arc System Works' *GUILTY GEAR*, a very solid 2-D fighting game which has been available in Japan for some time now.

* Lots of stuff to report on Dreamcast this month. First, we contacted a Sega representative to discuss some of the wild rumors which have been circulating lately; one of which centers on Sega's supposed plans to limit the production run on the super system to 5,000 units launch time in Japan. "This is simply not true. There will be a sufficient number of Dreamcast units available at launch in Japan and in the U.S. next year," the rep explained. Those wishing to purchase a system on an import basis when it hits November 20th (Japan) may still want to start saving now; based on past console launches overseas, Dreamcast black market prices could easily reach \$1,000+ per unit. Next, SOJ president Shiohito Irimajiri was recently interviewed by Sega Saturn magazine and divulged a shocking piece of Dreamcast-related information. According to Irimajiri, the Sega name will not be emblazoned on the system's packaging. Irimajiri stated that—although hardcore gamers will likely buy into Sega once again—to the casual game player, the Sega brand name is "not well-known and in some cases creates negative feelings." It's hard to predict what kind of long-term effect Sega's "dissociation" with Dreamcast will have on consumers. In a separate interview with a UK Saturn mag, Irimajiri expressed his feelings regarding the company's rivalry with Sony. "Most third-parties have expressed that they wish to devote their big titles to Dreamcast. I think that for one or two years, there is no question about this. The important thing for us is that we get the largest market share before PlayStation 2 is released, then continue our momentum." Here's a quickie: We have learned that nearly 1,000 Dreamcast development kits have been distributed and that over 120 companies have officially accepted them with open arms. This would seem to indicate we'll be receiving plenty of surprise announcements from developers in the coming months. Update: The new working title for Sega's 3-D Sonic game is *Sonic Realms*. Returning developer Sonic Team are going to record stating that the new heads-down, including *Street Fighter II: Special Impact*, *Alundra*, *Capcom* and *Alundra*.! Meanwhile, we have just been handed info and screen shots relating to several red-hot Dreamcast titles. In fact, DC-related news is rolling in even as these words are being typed! We'll compile everything and meet you back here next month!

* We're quickly running out of space, but here are a few of the latest PlayStation games we dig: EA's *Micro Racer 2*, Namco's *Tales of Destiny* and Psygnosis' *D.O.D.* (Or Die Trying). Oops!—gotta go! See ya next issue...

THE THIRD WHEELS CONTAIN GRAPHIC AND VOICE SCENES VALUES.

Terms and Conditions

- You must be at least 18 years old to view or play this demo.
- You must not find images of adults engaged in violent acts to be offensive or objectionable.
- You must understand and acknowledge that you may be in violation of local and federal laws if you breach any of these terms and conditions.

- [X] I AGREE TO THESE TERMS AND CONDITIONS AND PROCEED AT MY OWN RISK.
[] I CANNOT IN GOOD CONSCIENCE CONTINUE WITH THIS DEMO.

This warning screen is the first thing you'll see when you power up *Thrill Kill* for the PlayStation. Being the morally bankrupt game playing editors that we are, this warning only served to intensify our level of curiosity!

GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 SEPTEMBER

1	AirBoardin' USA	ASCII
2	Blitz	Midway
3	Bombberman Hero	Nintendo
4	Cruis'n World	Nintendo
5	Deadly Arts	Konami
6	Dragon Storm	MGM
7	Dual Heroes	Hudson
8	Earthworm Jim 3D	Interplay
9	Knife Edge	T.B.A.
10	Lode Runner 64	T.B.A.
11	Looney Tunes	Infogrames
12	Madden 99	EA Sports
13	NASCAR 99	EA Sports
14	Return Fire II	MGM
15	Rev Limit	Seta
16	Space Circus	Infogrames
17	Twisted Edge Snowboarding	Midway
18	Virtual Chess II	Titus
19	VR 3000	Ubi Soft

OCTOBER

20	Body Harvest	Midway
21	Buck Bumble	Ubi Soft
22	Fighting Force	Eidos
23	Golden Nugget	Virgin
24	NBA JAM 99	Acclaim
25	NHL 99	EA Sports
26	Penny Racers	THQ
27	S.C.A.R.S.	Ubi Soft
28	Tonic Trouble	Ubi Soft
29	Turok 2: Seeds of Evil	Acclaim
30	VR Pool	Crave

NOVEMBER

31	Castlevania 3D	Konami
32	Milo's Astro Lanes	Natsume
33	NBA Live 99	EA Sports
34	Rat Attack	Mindscape
35	Superman	Titus
36	Zelda: The Dcarina of Time	Nintendo

DECEMBER

37	Rayman 2	Ubi Soft
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Major League Soccer Acclaim

4th QUARTER

38	Contra 64	Konami
39	Donkey Kong Country 64	Nintendo
40	Freak Boy	Virgin
41	Lego Racers	Lego Media
42	Micro Machines	Midway
43	The Need for Speed	Electronic Arts
44	Nightmare Creatures	Activision
45	Pokemon Stadium	Nintendo
46	Quake II	Activision
47	Robotech: Crystal Dreams	Konami
48	Rugrats	THQ
49	San Francisco Rush: The Rock	Midway
50	Shadowman	Acclaim
51	Sim City 64	Nintendo
52	South Park	Acclaim
53	Survivor	Konami
54	Tamagotchi	Bandai
55	Twelve Tales: Conker 64	Rare
56	Ultra Combat	GT
57	Ultra Descent	Interplay
58	Wipeout 64	Psygnosis
59	Caesar's Palace	Crave
60	Harrier 2000	Video Systems
61	Harvest Moon	Natsume
62	ODT	Psygnosis

PLAYSTATION SEPTEMBER

1	Blitz	Midway
2	Dead Unity	THQ
3	Devil Dice	THQ
4	Duke Nukem: Time To Kill	GT
5	Earthworm Jim 3D	Interplay
6	The Fifth Element	Activision
7	Future Cop LAPD 2100	Electronic Arts
8	G-Darius	THQ
9	Kagero: Deception 2	Tecmo
10	Kula World	Psygnosis
11	Madden 99	EA Sports
12	Mega Man Legends	Capcom

13	Moto Racer 2	EA Sports
14	NASCAR 99	EA Sports
15	NFL Gameday 99	989
16	NHL 99	EA Sports
17	Ninja: Shadow of Darkness	Eidos
18	Parasite Eve	Square/EA
19	Rival Schools	Capcom
20	Roscoe McQueen	Psygnosis
21	S.C.A.R.S.	Ubi Soft
22	Spyro the Dragon	Sony
23	Tales of Destiny	Namco
24	Test Drive 5	Accolade
25	Trap Gunner	Atlus
26	Wheel of Fortune	Hasbro
27	Wild 9	Interplay

OCTOBER

28	Activision Classics	Activision
29	Big Air Snowboarding	Accolade
30	Bombberman World	Atlus
31	Cool Boarders 3	989
32	Darkstalkers 3	Capcom
33	Game of Life	Hasbro
34	Jeopardy	Hasbro
35	Knockout Kings	Electronic Arts
36	Medieval	Sony
37	Metal Gear Solid	Konami
38	NBA Live 99	EA Sports
39	NBA Shootout 99	989
40	NCAA Gamebreaker 99	989
41	NHL Faceoff 99	989
42	Populous: The Beginning	Electronic Arts
43	Rogue Trip	GT
44	Rugrats	THQ
45	Söldnerschild	Koei
46	Sports Car Supreme GT	Virgin
47	Star Con	Accolade
48	Thrill Kill	Virgin
49	Xenogears	Square/EA

NOVEMBER

50	Apocalypse	Activision
51	Brave Fencer Musashiden	Square/EA
52	Brigandine	Atlus

* Publishers, please contact us with updates and/or corrections.
 † Denotes that the game is available on import as of press time.



Select Games

53	Bushido Blade 2	Square/EA
54	Bust-A-Groove	989
55	Crash Bandicoot 3: WARPEO	Sony
56	Dead in the Water	ASC
57	Diabolical Adventures of Tobu	989
58	Enigma	Koei
59	Oddworld: Abe's Exoddus	GT
60	O.D.T.	Psygnosis
61	Rally Cross 2	989
62	Rat Attack	Mindscape
63	Shao Lin	THQ
64	Silent Hill	Konami
65	Small Soldiers	Electronic Arts
66	Streak	GT
67	Superman	Titus
68	Syphon Filter	989
69	T'ai Fu	Activision
70	Tenchu	Activision
71	Test Drive Off-Road 2	Accolade
72	Tiger Woods & the PGA Tour	EA Sports
73	Twisted Metal 3	989

DECEMBER

74	Constructor	Accolade
75	Colony Wars 2: Vengeance	Psygnosis

4th QUARTER		
76	007: Tomorrow Never Dies	MGM
77	Armored Core: Project Phantasma	ASCII
78	Army Men	3DO
79	Asteroids	Activision
80	Backstreet Billiards	ASCII
81	Bass Landing	ASCII
82	C: The Contra Adventure	Konami
83	Centipede 3-D	Hasbro
84	Croc II	Fox
85	Formula 1 199B	Psygnosis
86	Freestyle Boardin' '99	Capcom
87	Global Domination	Psygnosis
88	G Shock	Konami
89	Heavy Gear	Activision
90	International Rally Championship	THQ
91	Kensei: Sacred Fist	Konami
92	Looney Tunes	Infogrames
93	Lucky Luke	Infogrames
94	Lunar: Silver Star Story	Working Designs
95	Magzone	Trimark
96	Marvel Super Heroes vs. Street Fighter	Capcom
97	Master of Monsters: Disciples of Gaia	ASCII

98	Messiah	Interplay
99	Monster Rancher II	Tecmo
100	Montezuma's Return	Utopia
101	NFL Full Contact Football	Konami
102	Obsidian	Rocket Science
103	Dmikron	Eidos
104	Project X2	Acclaim
105	Pro 18: World Tour Golf	Psygnosis
106	Respect, Inc.	Psygnosis
107	Snow Break	Atlus
108	The Space Bar	Rocket Science
109	Shadow Madness	Crave
110	Star Trek: Klingon Academy	Interplay
111	Suikoden 2	Konami
112	Tail Concerto	Bandai
113	Tiny Tank	MGM
114	Tomb Raider III	Eidos
115	Total Orvin'	Infogrames
116	Turbo Prop Racing	Sony
117	Viper	Infogrames

POSSIBLE IN '98

118	Arkanoid Returns	T.B.A.
119	Astronoka	Enix
120	Capcom Generations v. I	Capcom
121	Capcom Generations v. II	Capcom
122	Capcom Generations v. III	Capcom
123	Clock Tower 2: The Struggle Within	ASCII
124	Critical Blow	Bandai
125	Cyberbots	Capcom
126	Dam Dam Stompland	Sony
127	Dance, Dance, Dance	Konami
128	Dark Messiah	Atlus
129	Dead or Alive II	Tecmo
130	Dungeons & Dragons Collection	Capcom
131	Eggs of Steel	Enix
132	Godzilla	Electronic Arts
133	Gradius Gaiden	Konami
134	Kitty The Kool	Koei
135	Powerslave 2	Crave
136	Sign of the Sun	Koei
137	Sol Divide	Atlus
138	Star Ocean 2	Atlus
139	Total Vice	Konami

1ST QUARTER '99

140	Blast Radius	Psygnosis
141	Destreger	Koei
142	Final Fantasy VIII	Square/EA

143	Jackie Chan's Stuntmaster	Midway
144	Jeff Gordon Racing	ASC
145	Psybadek	Psygnosis
146	Rayman 2	Ubi Soft

ARCADE SEPTEMBER

1	Battle Tryst	Konami
2	Blitz '99	Midway
3	Daytona 2	Sega
4	Downhill Bikers	Namco
5	The King of Fighters '98	SNK
6	Psychic Force 2012	Taito
7	Soul Caliber	Namco

4TH QUARTER

8	10th Degree	Atari
9	Beat Mania	Konami
10	Dead or Alive 2	Tecmo
11	Viper TRX	Atari

POSSIBLE IN '98

12	Behind Enemy Lines	Sega
13	Bloody Roar 2	T.B.A.
14	Gauntlet 3	Atari
15	NBA on NBC	Midway
16	Virtua Cop 3	Sega

GAME.COM 4TH QUARTER

1	Castlevania	Tiger
2	Holyfield Boxing	Tiger
3	Madden Football 99	Tiger
4	Mutoids	Tiger
5	NBA Live 99	Tiger
6	Resident Evil 2	Tiger
7	Small Soldiers	Tiger
8	Tiger Casino	Tiger
9	The X-Files	Tiger

GAME BOY OCTOBER

1	Mulan	THQ
2	Small Soldiers	THQ
3	Game Boy Color	Nintendo
4	Yoda Stories	THQ

DECEMBER

5	A Bug's Life	THQ
6	Rugrats	THQ
7	Pokemon	Nintendo

or both of the following codes to make the bosses available as playable characters:

Sonic—L, C, C, C, C, C, C, C, C, C
Demitron—A, B, R, L, C, C, C, C, C, C
 You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings
 As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C, R, Right, Down, R, C, C
Demonica's Ending—Up, C, R, Right, Down, R, C, C
Demitron's Ending—Up, C, R, Right, Down, L, L, C, C
Eve's Ending—Up, C, R, Right, Down, R, C, C
Gore's Ending—Up, C, R, Right, Down, R, C, C
Morphix's Ending—Up, C, R, Right, Down, R, C, C
Nikk's Ending—Up, C, R, Right, Down, R, C, C
Scarlet's Ending—Up, C, R, Right, Down, L, L, C, C
Sonork's Ending—Up, C, R, Right, Down, L, L, C, C
Zennuron's Ending—Up, C, R, Right, Down, L, L, C, C

DRUMSTICK RACING
Play as Drumstick
 To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant Wezpig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.
 To play as T.T., you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes
 Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that only of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*
JUNYWEENIES—Small characters*
TEENYBOX—Music menu (appears under Audio Options)*
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDITTHIS—Display credits (when you exit the Magic Codes menu)
BYEYEWALLI CONE—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXCOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITEATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64
Start Password
 Enter the following password to start on Level 1 with all of the weapons in the game:
 7 T J L B D F V B G V J V B
 With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

Play as T.T.
 To play as T.T., you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

DOUG MUKEN 64
Cheat Codes
 (Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, L, Right, Right, Left, Left, a new option called "Cheats" will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- **Invincibility On/Off**—Press the R button seven times, then press Left.
- **Monsters On/Off**—Press L, C, Left, R, C, Right, Left, Left.
- **All Items On/Off**—Press R, C, Right, L, C, Left, C, Right.
- **Level Select**—Press L, L, C, Right, Left.

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G
Cheat Codes
 At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAY—Enter this code to turn the entire course upside-down
ARSENAL—With this code in place, you'll have an endless supply of weapon pickups
BANANA—Enter this code to make the tracks extremely slippery
FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovver, director of Probe Entertainment
FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video
GHOSTLY—Makes the course graphics semi-transparent
MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens
NITROID—Gives you an infinite supply of nitro speed bunts
RASS—A very powerful code. With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race of the circuit.
ROLLER—Changes all of the vehicles on the track into rollers
STEALTH—Makes all of the vehicles invisible
UGLYMODE—Deactivates the Nintendo 64 "anti-aliasing" feature; this makes the graphics appear more "pixelated"
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics
XTRME—Increases your vehicle's top speed
XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILS, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE, and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

FINAL ROAD TO WORLD CUP 98
Secret Cheats
 To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- **Small Players**—Choose the "USA" league, select the Vancouver team and change any player's name to "KEBBY".
- **Ghost Players**—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- **Invisible Players**—Choose the "England" league, select the Sheffield Wednesday team and change any player's name to "WAYNE".
- **Players Fall Down Randomly**—Choose the "Zone 4—UEFA" league, select the R.Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
- **Invisible Stadium**—Choose any team and change any player's name to "CATCH22".
- **Invisible Walls**—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- **Black Line Mode**—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
- **Upside-Down Screen**—Choose the "Zone 2—OFF" league, select the Australia team and change any player's name to "NWOODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- **Access Road to World Cup, Round 2**—Choose the "Zone 3—AFCC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- **Unlimited Player Attribute Points**—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- **Watch Victory Animations**—Choose the "Zone 3—AFCC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu, when the round select screen appears, press C, C, C, A, Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

FORSAKEN 64
Secret Codes
 Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- **Turbo Crazy Mode**—B, B, R, Up, Left, Down, C, C, C



The answer was found in our old collection of cartridges for the B-bit Nintendo Entertainment System. Anyone who ever played Tecmo Bowl should have recognized



that this magical moment was the basis for the game's celebratory "touchdown" sequence. What a blast from the past!

- See the Ending**
At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays



in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks
At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27"10 if you want to beat him.

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1:30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27"10 if you want to beat him.

Press R at the title screen to show off your best time on the Mario Raceway course

Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1:52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:48"30 if you want to beat him.

Race on the Royal Raceway course in Time Trial mode until you get a total time of 2:40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2:38"00 if you want to beat her.

CHAMPIONSHIP MODE

Chart Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold R + Block (C8 + C9 in the default configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh, after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy. The remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Sabot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character select screen:

Noob Sabot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press R + Block simultaneously.

Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinook and press R + Block simultaneously.

MORTAL KOMBAT MYTHOLOGIES SUB ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

Enter "T O C L T" for invincibility (you can still be killed by ceiling traps or long falls)

Enter "G T T B H R" for infinite lives

Enter "N X K V S Z" to start with 10 Units of Vitality in your inventory

Enter "C R V D T S" to see the credits from the end of the game

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will finish his opponent's head off.

Combo

3 Hits—High Punch, High Punch, Low Punch

5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

Wind Stage—T H W M S B

Fire Stage—N S Z

Prison Stage—R G T K C S

Water Stage—Z U R K D M

Fire Stage—Y P P H O

Bridge of Immortality—Q F T L W N

Quan Chi's Fortress—Z C H R R Y

Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

CHAMPIONSHIP MODE

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Ques cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine," then—when the car select screen appears—high light one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Ques in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship," "Time Trial" or "Free Run" mode from the main menu and the Hannya or Ques you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Enter, Down, Left, Right, Left, Right, B, A.

NBA WANGTIDE

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass simultaneously

that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press R, High Punch, Low Punch (that's C9, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select features, disable the "Bloody" limited "runs," meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C8, C9, C9, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Oh-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Ray play mode, disable the Fatality time gauge (allowing you infinite time to do a finishing move), set one round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study a player's ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the secret's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI-BACKING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Ques cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine," then—when the car select screen appears—high light one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Ques in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship," "Time Trial" or "Free Run" mode from the main menu and the Hannya or Ques you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Enter, Down, Left, Right, Left, Right, B, A.

NBA WANGTIDE

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass simultaneously

Roottop Court—Hold Left, press Turbo, Turbo

ABA Ball—Hold Right, press Shoot, Turbo, Pass

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Side Players—025

No Music—048

Tournament Mode—111

Fast Pacing—120

Stealth Turbo—273

Max Speed—284

No Pushing—390

Unlimited Turbo—461

Hyper Speed—552

Max Blocking—616

Quick Hands—709

Max Power—802

Goatfending Allowed—937

Secret Characters

To play a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:

Hardaway—AHRONY 0000

Armbrist—ARMCH 0020

Giang—BAND 0000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Thompson—DANIEL 0604

Roan—DANR 0000

D. Robinson—DAVIDR 0000

DIVITA—DIVITA 0201

Ojaajwon—DREAM 0000

Ferrier—EDDIE 6213

Elliot—ELLIOT 0000

Geer—EUGENE 6767

Swine—EVING 0000

Hill—GILL 0000

G. Robinson—GLENNR 0000

Grant—HGRANT 0000

Jipette—JAMIE 1000 or MONDAY 5432

Rivett—JASON 0729

Carlton—JC 0000

Hedrick—JFER 0503

Hey—JOHNEY 0000

Johnson—JOHNSN 0000

Kemp—KEMP 0000

Kids—KIDD 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Marlene—MARTY 1010

Mednick—MEDNIK 0000

Miller—MILLER 0000

Minife—MINIFE 6000

Morris—MORRIS 6000

Tobias—MORTAL 0004

Mutembo—MOTUMB 0000

Mursan—MURSAN 0000

Quinn—QUB 0030

Rice—RICE 0000

Rodman—RODMAN 0000

Root—ROOT 6000

Liptak—SHAWN 0123

Smith—SMITS 0000

Snider—SNK 0103

Stackhouse—STACKH 0000

Starks—STARKS 0000

Turnell—TURNEL 0322

Webb—WEBB 0000

Webster—WEBST 0000

Punk—WUNK 0101

Mourning—MOURNG 0000

FINCHER TRACK CLUB '98

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

G L Y I H M D—Giant players

S M L M T L T—Tiny players

B 9 B 7 L 7—Players are tall and thin

J P N S M W R—Players are short and fat

- When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C8, press C8, release both, hold C8, press C8.
- To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.
- To turn the courses upside-down, press Up, Right, Down, Left, Down, Right, Up, Left.
- To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C8, press C8, release both, hold C8, press C8. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold C8, press C8, release both, hold C8, press C8. Repeat the code for different tire sizes.
- To change the size of your vehicle's front tires, hold C8, press C8, release both, hold C8, press C8. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold C8 and press 2 four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press C8, C8, Z, C8, C8, Z, C8, C8.
- To change the color of the fog in the game, hold Z and press C8 three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, C8, C8, L, R, Z, then Left on the D-pad, C8, Up on the analog joystick, B, Right on the D-pad, C8, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinob, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "Wampa...Stompa" or use the "Rename" option to

change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu appears, hold L + R + Z + C8 + C8 + C8 + C8 + Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!)

Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Slow Villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Glitch (press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press Down to deactivate.) You'll notice the new item at the pause menu called "Game Secrets;" check this option to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C8 + C8 + C8; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "Wampa...Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the

game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C8 and press Up, then press C8 repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C8 to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold C8 and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control the Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C8 to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold C8 and press Right on the D-pad, you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper.
- In the "Galactic Patrol" stage, hold C8 and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape from Echo Base" above.
- In the "Imperial Freighter Supra" stage, hold C8 and press Right on the D-pad to control a Stormtrooper as described above.
- In the "Sevens of Imperial City" and "Xizor's Palace" stages, hold C8 and press Right on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "...Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R...Testers...ROCK" or use the "Rename" option to change your name to this. Now your car will hear Wampa sounds when you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works

in the game scenes that appear while the credits are rolling.

TERRESTRIAN

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX." Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES." A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C8 + C8 and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "names": Saturn, Flying Saurus, Rockshrimp, Heart, Skull, "None" (Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C8 + C8 and press the L button as above to change the numbers on the menu to different characters. Enter the name "GAMBINO" but use the alien head character in place of the letter "A." Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS." You'll be taken immediately to the game's credits sequence.

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—A, Left, Left, C8, A, Right, Z.
- Access All (except Mirror Tracks)—A, Left, Left, Right, Down, Z.
- Access Mirror Tracks—Right, Up, Left, C8, Right, Down, Z.
- Access Milk Truck—Down, A, Right, Z, Right, Up, C8.
- Access Helmet Car—Up, Up, Z, B, A, Left, Left.
- Access Ice Cube Car—Up, Up, B, Right, A, C8, A, Right.
- Access Beach Ball Car—B, B, A, Left, Left, C8, A, Right.

Jason Wilson taking top honors using an array of characters. Only 16 players remained for Sunday's 2nd Impact final; this particular group consisted almost entirely of non-locals, including Joe Jennings, the "One-Handed Terror" Tuxedo Seth Killian—considered to be one of the top five Super Street Fighter II Turbo players in the United States—took first place in that game's competition as expected...and Tee Carter, a 17-year-old arcade ace from Connecticut, took everyone by surprise with a very powerful Vega in Street Fighter Alpha 3.

Winners of the Super Just Games Street Fighter Alpha 2 Tournament (not pictured)

1. Jason Wilson, *Tips & Tricks* (Charlie, Rolento, Chun-Li, Zangief)
2. Wes Trueblood, Minneapolis, MN (Sakura, Ken)
3. Tee Carter, Bridgeport, CT (Chun-Li)

Winners of the Street Fighter III: 3rd Strike Tournament

1. Eddie Lee, New York, NY (Ibuki)
2. Henry Cen, New York, NY (Hugo, Yang)
3. David Spence, Toronto (Neon)
4. Jeff Arnold, Texas (Sean, Ibuki)

Winners of the Super Street Fighter II Turbo Tournament

1. Seth Killian, Champaign, IL (Balrog, Bison, Chun-Li)
2. William Gould, Philadelphia, PA (Honda)
3. Geoff Arnold, *Tips & Tricks* (Guile)

Winners of the Street Fighter Alpha 3 Tournament

1. Tee Carter, Bridgeport, CT (Vega)
2. Jason Wilson, *Tips & Tricks* (Charlie, Zangief, Honda)
3. William Gould, Philadelphia, PA (Honda)

settings labeled AS through HS, with "Camera X" and "Camera Y" functions assigned to the X and B buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

- L1: Rotate counter-clockwise
- L2: Tilt backward
- R1: Rotate clockwise
- R2: Tilt forward

To access additional camera controls, press the START button on Controller 1 to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (X + □ + △ + ○) and press SELECT once to make the pause menu disappear; this will again remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles.) To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press SELECT one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

- L1: Pan left
- R1: Pan right
- D-pad Up: Pan up
- D-pad Down: Pan down
- L2: Zoom in
- R2: Zoom out

Pressing the SELECT button repeatedly on Controller 2 allows you to take control of the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press SELECT a little to toggle between the rotatable camera controls and the pan/zoom controls.

BATTLE ARENA TOSHINDEN 2

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press R1, L2, X, L1, R2, ○ before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "7" box; Master and Urmasu are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

Boss Code 2

With Boss Code 1 in place as described above, return to the title screen; while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press ○, R2, L1, X, L2, R1 before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "7" box; Vermilion and Sheo are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original Toshinden game; the only difference is that you can't pan left or right.

BEST WAYS TRANSFORMERS

Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, X, L1, START. Now your character's weapon will be more powerful than the standard one.

Stage Skip
During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, X, X, X, Right, Left, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

RIO FREAKS

First-Person View

During a match, hold L2 + R2 and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player VS." option. This new game mode plays like Atari's classic, top-down two-player Control game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press START to pause the game, then press SELECT, L2, SELECT, R2, △, △, △, ○. Acquire Wiganman
Press START to pause the game, then press SELECT, L2, SELECT, R2, □, □, □, ○.

Maximum Weapon

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L2, R1, R2. Upgrade Gun
Press START to pause the game, then press SELECT, L2, SELECT, R2, SELECT, SELECT.

Upgrade Current Weapon

Press START to pause the game, then press SELECT, L2, SELECT, R2, SELECT, R2, R1, R1.

Complete Current Mission

Press START to pause the game, then press SELECT, L2, SELECT, R2, △, △, △, Down, Down, Down.

BLAST CHAMBER

Infinite Lives

At the main menu, press □, Left, □, Right, ○, Down, ○, Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

BLOOD ONION: LEGACY OF KAIN

Refill Energy

At any time during the game—not while paused—enter any of the following codes as needed:
• Refill Energy—Press Up, Right, □, Up, Down, Right, Left.

• View "Dark Diary" Entries—Press Left, □, Up, Down, Right, Left. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the game's video scenes.)

BOGEY DASH 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold L1 + L2 + R1 + R2. When the game starts, press SELECT to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press Left, Left, Right, Down, Up, Right, SELECT. You'll hear a shout and all of the fighters will become available for you to choose.

Access All Missions

At the Mission Select screen in Mission mode, just press Up, Down, Down, Right, Left, Down, Up. You'll hear a shout and all of the missions will become available.

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button. After the Controller 2 20 times, you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUBBLE BOBBLE

Also Featuring Rainbow Islands

Debug Mode

Choose the "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taiyo copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R1 button; press L1 to go back through the levels. Press R2 during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press R1 to return to the game.)

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taiyo copyright at the bottom of the screen—press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BURST 3D

Cheat Codes

Press □ at the title screen to access the "Load Game" menu; then enter any of the following passcodes to access different cheat codes:
X M U C H I L I F E — 99 lives
X T O O R O C K E R — Have all rockets
X L I V I N G M I S S — Access all levels
X Z O O M E R K — During the game, hold Left on the D-pad and press START to warp to a different location in the current stage
X A L L B U G G — Activate all of the above cheats at once

X B S C H T M M M — Play bonus round
X U R A S N A K E R — Bubby w/blank T-shirt & eyepatch

Voice Test

After above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubby's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario):

BUBBY HIT XA

BUBBY BOX PA

BUBBY CN TXA

BUBBY OX GA

BUBBY CAR XA

BUBBY GLDXA

BUBBY HIHX A

BUBBY IDLX A

BUBBY POW XA

BUBBY SCRX A

BUBBY UFO XA

BUBBY WOO XA

BUBBY WOL XA

BUBBY WOX XA

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, L2, L1, Up. After a 30-second timer, it will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the X button as quickly as you can. Pressing X four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the X button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game by pressing the X button; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try the words "Puzzle Game" from the "Puzzle Game" mode. When the map screen appears, press Left, Left, Up, Down, then press R1+L2+R1+R2 simultaneously. A secret "Character Select" screen will appear. Press Left or Right to change to a different character; then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose Super Buster B. from the main menu

and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold Down on the D-pad and press X. A stage-select menu will appear after the player-select menu.

Buster Buddies Stage Select

As above, choose B. Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold Down on the D-pad and press X. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players; then quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press X on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

CARNAGE HEART

Manual Control

During a battle, press the SELECT button to bring up the display menu; then press the SELECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action." Highlight this new option and press X to change the setting from "Automatic" to "Manual"; now you can control your Okei as follows:

- Up: Down—Move forward, backward
- Left: Right—Turn left, right
- L1: Left—Move left
- R1: Right—Move right
- L1 + Up—Change altitude up
- L1 + Down—Change altitude down
- Jump
- △—Jump up
- X + D-pad—Slide forward, backward, left or right
- X—Fire Main Weapon
- Duck

R2 + X—Fire Sub Weapon

R2 + X—Fire Sub Weapon twice

R2 + X—Fire Sub Weapon three times

R2 + L1—Fire Sub Weapon four times
When in a battle with one or more allies and you use the L2 button to view a different Okei, you will take control of that Okei and the one you were controlling before you pressed L2 will revert to automatic control.

CART WHEEL SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:
BANZAI—No collisions with other cars
EPIPLETTI or SPACIERO—Race on Iron-style tracks
FAT TIRE—Fat rear tires
PUSHBUTT—With this name in place, start the game in analog control mode; when you push the L2 button, the controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

CODENAME: TENKA

Access All Weapons

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press R1, △, □, R1, □, □. Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be able to warp with maximum firepower.

Stage Select

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press ○, □, L1, R1, □, △. Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLLEGE SLAM

Secret Fours

At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up, X, Up, Down, Up, Right, X. You'll hear a faint "pink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona



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FANTASTIC FOUR

Great Mode

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + R2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including **Invisibility**, **Free Play**, **"Big Boy"** (which allows you to change the character's size) and a level skip option. With the level skip turned on, start the game, then press L1 + R2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down to use the Δ and X buttons to choose a stage, then press START to warp there.

FLOXY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting," etc., enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + Δ ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FFFA: ROAD TO WORLD CUP '98

Maximum Player Attacks—From the main menu and access the "Player Edit" option. When the Player Edit screen appears, press L1, L2, X, \square , now you can set any player's attributes to 99 without running out of attribute points.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1" (or 2) Player Game and "Options"—press and continue to hold Left + L1 + R2 + Δ . After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage select and invulnerability options at the top of the screen.

FINAL DOOM

Cheat Codes

All of the cheat codes listed below for Doom will work with Final Doom.

FORMULA 1

Cheat Codes

Each of the following codes can be entered at the "Race Quality" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.

Gibbish Mode—Hold SELECT and press Left, \square , Up, Down, Down, Right, \square , \square , Buggy Mode—Hold SELECT and press Right, Up, Δ , Left, Up, \square , \square Bike Mode—Hold SELECT and press Down, Up, Δ , Right, Up, \square , \square Lava Mode—Hold SELECT and press \square , O, Up, Right, Right, O, X Spanish Commentary—Hold SELECT and press Δ , O, Right, \square , O, \square , German Commentary—Hold SELECT and press Down, Up, Left, Left, \square , O, X Bonus Track—Hold SELECT and press Left, O, \square , Δ , O, Up, Right. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FORMULA 1 CHAMPIONSHIP EDITION

Cheat Codes

To enter any of these tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names: **BILLY BONUS**—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edeledda, Slob and the top-secret "Sixties" circuit. **BLOOMARD**—Makes the game harder. **BOX CHATTER**—Enter this name and you'll see Muppet-like representations of the game's announcers on the screen as they talk. **CATS OOGS**—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain.

LITTLE WHEELS—Actually, entering this as your name will give you vehicle gonzo: you'll play PI MAN—With this name in place, you'll be playing in WipeOut mode as a hovercraft. **SWAP SHOP**—Entering this name will change some of the game's sounds; check out the collision sound effect!

TOO EASY—Makes the game easier.

VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble Sega's Virtua Racing.

ZOOM LENSE—Enter this name to access an overhead high-angle style camera angle.

Championship Warp

To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alea's name to "N", "O", "P" or "Q". Now enter Championship Mode; you'll start at Round 16.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press START to pause, then press Right, \square , \square , \square , L1, R1, L1, R1, \square . When you return to the "Select Level" screen, all of the stages will be unlocked. **Infinite Lives**—During gameplay, press START to pause, then press Right, \square , \square , \square , L1, X.

GOLF

Infinite Shanks

At the "Mission Brief" screen, hold L1 + R2 + \square and press Left on the D-pad. **Unlimited Ammo**—At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad.

GEX: ENTER THE GECKO

Invisibility

During the game, press START to pause, then hold the L2 button and press Left, Right, Δ , Down, Right, Left.

Infinite Lives

During the game, press START to pause, then hold the L2 button and press Up, Down, Right, Δ , Down.

Random Speech

During the game, press START to pause, then hold L2 and press X, Left, O, Up, Down. When you pause, you can press SELECT at any time to make Gex say a random one-liner.

Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Δ , Right, Left, Δ , X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media O dimension map, press SELECT to call up your stage select's status, then hold the \square button to see your times for each level.

Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Left, Right, Δ , Down, Right. When you pause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1", "2" or "3") and press Left or X to cycle through these different menus.

Debug Menu

When you're on the Media O dimension map, press START to pause, then hold the L2 button and press Right, Left, Right, Δ , Down, Right, Left, Right, Δ , X. When you pause, press SELECT to call up a debug menu. Press Left or Right to turn the different options on or off: use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu at any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media O dimension map.

GHOST IN THE SHELL

Stage Select

At the main menu, press R2, R1, \square , \square , Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GOAL STORM

Enter End Heads

When the words "Press Start" appear on the title screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, \square , O. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads on their heads. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

GRID RUNNER

"All Flags" Mode

Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password Δ Δ X Δ Δ X Δ Δ O X Δ and press START to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.

Free For All" Mode

Access the "Enter Password" screen as described above, enter the password Δ Δ X Δ Δ X Δ Δ and press START to return. Now start the game and you'll find that neither player is "it" and you can both capture flags at any time.

Grid Race Mode

Access the "Enter Password" screen as described above, enter the password Δ Δ X Δ Δ X Δ Δ and press START to return. Now choose "Two Player" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Race—Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag.

GUNSHIP

Invisibility

Listen to the mission briefing and begin the game. At the loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HERCULES ACTION GAME

Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Atlantic—Helmet, Pegasus, Hercules head, Archer
Titan Fight—Soldier, Shield, Lightning
Passways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
The Temple of Souls—Soldier, Lightning, Soldier, Centaur
Watch All Full Motion Video Scenes
Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF

Mirror Courses

Access the "Select" screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a mirror image of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT

Free Play

At the title screen menu, highlight "Start", hold the O-pad in the Up/Left position, hold SELECT and press the O button. A stage select menu will appear at the top of the screen. Choose any starting stage, warp to any of the

game's four different endings or choose "Vs Fight" to play a special two-player shootout game.

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes on, press the words "Game Over" flashing in your corner of the screen, just hold the Δ and SELECT buttons and press START. You'll get five additional continues. Repeat this code whenever you run out of credits.

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F"). Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press Left, Right, \square , O, Δ , Down. A "Cheat" menu will appear with 12 different cheat options that you can use as follows:

- City Use—This will warp to any stage.
- Plane—Choose any craft; "BAC" is the alien spaceship.
- Invincible—Turn this option on and you'll take no damage.
- Kill/Cin—You can lock on to non-enemy objects and blow them up.
- Kill/Wing—You can lock on to your wingmen and shoot them down.
- Damage Bonus—You can kill enemies with just one missile.
- Tourist—Turn this option on to remove all aliens.
- Weapons—Turning this option on will give you infinite missiles.
- Fast Reload—This allows you to fire missiles more quickly.
- Weapons—You can't play the game with this option turned on, but you can use the O-pad and buttons to explore each stage at your own pace.
- No Time—Turn this option on to disable the timer.

INTERNATIONAL TRACK & FIELD

Stimper Swimsuits

At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Right, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

JET MOTO

Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press O, O, O, Δ , \square , Δ , \square . You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:

- 2 Player vs. CPU—O, \square , R2, O, Δ , L2, Right, Up
- Double Sprint Points—Right, Up, O, Δ , L2, O, R1, R2
- Unlimited Turbos— Δ , O, Right, R2, Up, \square , Up, Δ
- Rocket Racer— Δ , Up, L2, L2, Up, Up, Multiple Camera Angles— Δ , Down, \square , Δ , L1, L1, R1
- No Resistance— \square , L1, Δ , Right, L1, Down, R2, Δ
- Super Ability—Down, O, Left, L1, Left, Right, Left, Right
- Air Races—R1, R2, Right, L1, Up, O, Up, O, Right, Left, R2, R2, L1, Right, L1, Right, Right

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter or trophy to "Male". Now press START; when the yellow highlight appears on the menu at the bottom of the screen, press Up, Right, Δ , Left, Left, Up, Right, Down, Left, Down, Right, Up, Left, Down, Right. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a "Difficulty" setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks

Note: The following tricks require you to add

"Name" Cheats

Enter the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEAL!" to be able to access all tracks in multiplayer mode.
- Enter the name "CATIVES" to start with nine lives instead of three. Enter the name "JLVES" to cancel this code.
- Enter the name "TANKSMIE" and you'll always play with tanks in multi-player mode, which is pretty funny if you try to race on the pond. Enter the name "NOTAKNS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy. Enter "CONFETTI" to cancel this code.

MONSTER RANCHER

Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher*; the way they work. Occasionally an audio CD will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade at a branch.

Homogeneous by Björk—"Geisha"
Horses by Patti Smith—"Gallo"
The Abbey Road EP—"Red Hot Chili Peppers"—Blink
Forest Guard (Disc 1) Original Movie Soundtrack—"Smiley"
Bridges to Babylon by The Rolling Stones—"Gray Wolf"

Something About the Way You Look Tonight by Elton John—"Angel"

The Ultimate Collection by Jackson 5—"Bunny"

Like a Virgin by Madonna—"Platinum"

1984 by Van Halen—"Eve"

Beach Boys Concert by The Beach Boys—"Paris"

Star Trek: Texas Original Movie Soundtrack—"Monster"

Somers by R.E.M.—"Apocalypse"

The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet"

Love Deluxe by Sade—"Looker"

Middle of Nowhere by Hanson—"Sleeves"

Christmas with the Chipmunks by The Chipmunks—"Santa"

Also: Merry Christmas by Mariah Carey—"Santa"

Metal Health by Quake Rite—"Gamer"

Overlord by Kix—"Kuro"

Neon Harvest by Nirvana—"Karaoke"

Demo disc from Next Generation magazine, December 1997—"Milky Way"

Demo disc from Ultra Game Players magazine, December 1997—"Two"

Live at the Apollo by James Brown—"Hot Foot"

Salsa No Tiene Frontera by Orquesta de la Luz—"Maje"

Damned Damned Damned by The Damned—"Doodle"

Yoursell or Someone Like You by Matchbox 20—"Skaggs"

Truth and Soul by Fishbone—"Beamer"

Men in Black: The Album Original Movie Soundtrack—"Disrupt"

Tecmo's Deception (PlayStation) by Tecmo—"Arcadebar"

More Secrets

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will hear a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right items. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; you'll should have a "S" rating of "Spel."

The result will be a rare Ape monster type.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters in the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1 in 16 chance that the new monster will be imbued with the spirit of the monster who died.

A monster who is "possessed" in this way will not leave the Lab until you take it to the Lab and combine it with another monster; you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you do this, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scritable" type.

• To earn the "Scritable" type, combine the "Scritable" monster with another monster in the Lab to get the "Doodle" type.

• To earn the extremely rare "Disc" monster, you must create a monster of the "Goozole" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 3

Secret Cheat Mode

During the opening demo, quickly press X, O, △, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the store clock appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the demo mode. Turn "Smoke" on to activate him as a playable character. Turn "Fatal" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "Hit Dead" on, the first player to strike will automatically win the round.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward. Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combo

3 Hits—High Punch, High Punch, Low Punch
3 Hits—High Punch, High Punch, Low Kick
High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "G T T H R" for infinite lives

• Enter "N X C V S" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M D" to see a demo of the rock boss exploding

Stage Passwords

Win—W M S B
Earth Stage—C N S Z D
Prison Stage—R G T K M

Water Stage—V R K D M
Fights—V P P H D
Bridge of Immortality—O F T L W N

Qian Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Qian Chi if you hold the L4 button when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TROLOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninjas (characters Scorpion, Reptile, Rain, Errand, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and press the Start button to warp to the opponent.

Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called "Secret Hero."

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "P" menu at the Options screen.

Here you can activate several cool options including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Finales" option, you can perform finishing moves with just one button.

• Fatality 1—Press △ when "Finish Him/Her" appears.

• Fatality 2—Press O when "Finish Him/Her" appears.

• Annihilation—Press L2 when "Finish Him/Her" appears.

• Friendship—Press R1 when "Finish Him/Her" appears.

• Brutality—Press □ when "Finish Him/Her" appears.

MOTOR TOWN GRAND PRIX

Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading videos from the memory card, you'll see 20 "Team SCE" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press X or O during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the R1 button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCE" videos made by the game's creators.

Extra Options

At the main menu, highlight "Options," hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NZO NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, select the "Game Code" option and enter any of the following cheats:

X X X X X X X X—Infinite Firewalls
X X X X X X X X—Infinite weapons
X X X X X X X X—Infinite lives

□ □ □ □ □ □ □ □—Access any level
□ □ □ □ □ □ □ □—Bonus level access
X X X X X X X X—Enable fifth fly Speed.

X X X X X X X X—Activate "water" effect
X X X X X X X X—Buses don't wreck when you die

NAMCO MUSEUM VOL. 2

Museum Stage Skip

Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3B" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the X button.

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3B" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold L1 + R1 + X and press the X button.

The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.

Galpus Stage Select

Load the game *Galpus* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3B" box and press X to turn it "on." Now start the game. When the word "Parsec" 1 appears on the screen, hold L1 + R1 + X and press START; a stage-select menu will appear at the left side of the screen. Press the Down button and highlight the stage you'd like to warp to, then press START to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3B" box and press X to turn it "on." Now start the game. When the screen appears, hold L1 + R1 + X and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2.

You can continue to advance to higher rounds by repeating this process. When you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOL. 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Game Configure" and press X.

On the screen appears, press O to open the test screen options window. Highlight "Div Sw" and press X; then press Up down on switch #1 in the left box to turn it "on." When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime). Now start the game and you'll find that the layout of all four courses has been changed: the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the SELECT button once again to access the options window.

START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press a during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank." This allows you to change from "Normal" to "Hard" mode.

Galaxian Pyroclastic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Text" and press X; then, when the test screen appears, press X to open the test screen options window. Highlight "Div Sw" and press X; then, highlight switch #6 and press Up to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Pyroclastic Mode, in which the moving objects leave trails of colored lights on the screen.

The Tower of Dragoon Secret Area

While walking around inside the museum, you'll find a secret area that contains a

Player 1—Hold the L2 button and press **Left, Left, Down, Down**, then $\square + \triangle$ simultaneously.

Player 2—Hold the L2 button and press **Right, Right, Down, Down**, then $\square + \triangle$ simultaneously.

To choose the alternate-color Akuma, end the code by pressing $\times + \circ$ simultaneously instead of $\square + \triangle$.

Dan (both players)—Hold the L2 and R2 buttons and press $\Delta, \square, X, O, \Delta$.

To choose the alternate-color Dan, hold L2 and R2 and press $\Delta, \square, X, \Delta$.

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AMMO

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:
Z Z C Y X-A—A new option on the Level Select will appear at the top of the Options menu, allowing you to choose your starting stage.
X B A B A Y X—Invincibility: your energy meter will go down when you get hit, but you'll still be able to play after it runs out.
Y A Y A A—Super Rapid Fire for your Miniguns (never runs out).

ANDRETTI RACING

Secret Options Menu

During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **A** and press **A** or **C**. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your car's downforce, the speed of your opponents' cars and much more.
Secret Cars
 Choose the "Begin Career" option at the main menu and enter your name as "GO BEAST". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUNTS", instead, you'll access six secret Formula 1 cars, including the cool black Team Aguri vehicle.

ATARI

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

BAKU BAKU AMBUSH

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, press the game's title with the controller by pressing **A**, **C**, **Up**, **B**, **A**, **C**, **Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode.
- **When you choose this item,** you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your names for League Mode (see below) you must choose name **5**, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".
- **Name Entry:** Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" (the one in the lower right corner means "done").
- **Delete Name:** Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the League; choose the top item to say "Yes".
- **View Records:** Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each

player.

- **View Records / Return to Main Menu:** The next last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACK OWEN

Maximum Fuel & Ammo

Press **START** to pause the game, then press **Z**, **Z**, **C**, **Y**, **Y**, **Y**.
Acquire Wingman
 Press **START** to pause the game, then press **Z**, **Z**, **C**, **X**, **X**, **X**, **B**.
Maximum Weapons
 Press **START** to pause the game, then press **Z**, **Z**, **C**, **Z**, **Z**, **Z**.
Upgrade Gun
 Press **START** to pause the game, then press **Z**, **Z**, **C**, **L**, **L**, **R**.
Complete Current Mission
 Press **START** to pause the game, then press **Z**, **Z**, **C**, **Y**, **Y**, **Down**, **Down**, **Down**.
Secret Deathmatch Mode
 At the main title screen, press **Z**, **C**. The title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player combat game, complete with "wraparound" screen. It's a pretty cool cheat in the PlayStation version of the game; unfortunately, the Saturn version reads both inputs from the same controller, so Player 1 controls both choppers and Player 2 just sits there. D'oh!

BLACKRAVE

Fast Rets

Go to the world of *BlackRave*'s full-motion video sequences, enter the following code while the words "PRESS START Button" are flashing on the title screen: **Z**, **Z**, **A**, **B**, **A**, **B**, **A**, **C**, **A**. The intermission screen will automatically start up; press **A** to stop any scene and skip to the next one.
Infinite Weapons + Fuel
 At the title screen—while the words "Press Start Button" are flashing—press **L**, **A**, **Z**, **Y**, **A**, **Down**, **Down**. You'll hear a voice say, "There she is! Beams and bullets on the way!" This code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

BLAZER

Flaming Mode

Go to the world of *Blazer*'s full-motion video sequences, enter the following code while the words "PRESS START Button" are flashing on the title screen: **Z**, **Z**, **A**, **B**, **A**, **B**, **A**, **C**, **A**. The intermission screen will automatically start up; press **A** to stop any scene and skip to the next one.
Infinite Weapons + Fuel
 At the title screen—while the words "Press Start Button" are flashing—press **L**, **A**, **Z**, **Y**, **A**, **Down**, **Down**. You'll hear a voice say, "There she is! Beams and bullets on the way!" This code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then press **B**, **C**, then release **C**, then hold **B**, then **A**, then press **B**, **A**, **B**, **Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.
Stage Skip
 Again, at the title screen—while the words "Press Start Button" are flashing—press and

hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black Hole Engaged." With this code in place, start the game and use the following commands to skip to different levels. Skip ahead one level: Hold **A**, **B**, **C** and **Up** and press **L**.
 Skip back one level: Hold **X**, **Y**, **Z** and **Up** and press **L**.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down**, **Up**, **Down**, **Up**, **Right**, **Down**, **Left**, **Down**, **Up**. If you're fast enough, the words "De-bug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R** button; press **L** to go back through the levels.

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right**, **Left**, **Up**, **Down**, **Up**, **Down**, **Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BULLE

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B**, **A**, **B**, **Y**, **Down**, **Right**, **A**, **L**, **Down**. The **L** represents the button on top of the controller, not **Left** on the D-pad. You'll hear the bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

BUG TOO!

Flying Mode

Press **START** at any time during the game to pause, then press **L**, **A**, **Left**, **L**, **Right**, **Down**, **Up** and unpause. Now you can make your character fly into the air by holding the **Y** button.
Invincibility
 Press **START** at any time during the game to pause, then press **R**, **Right**, **A**, **L**, **Right**, **A**, **Down**, **Y** and unpause. Now your character is invincible.

Stage Select

Press **START** at any time during the game to pause, then press **L**, **A**, **Z**, **Y**, **Left**, **Right**, **A**, **Down**, **Right**. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

BURNING RANGERS

Secret Password

Some of the victims you rescue are part of the *Burning Rangers* development team! Rescuing one will give you an extra artwork screen or a secret password you can use. Please note: In order to input these codes, you must beat the entire game to gain access to the password screen.
Play Mission 1 as Lead Phoenix:
G5LEADZU
Play Mission 3 as Lead Phoenix:
2LEADDDUY

Play Mission 1 as Chris Perton:

DH5CHRIS5H

Play Mission 1 as Big Landman:

38IGZBLCK

Play Mission 2 as Big Landman:

V25BIGSPW

Play Mission 2 as Iria Klein:

HTLZIRASO

Sound test of all the voices in the game:

NAVTESTEST

CHRISTMAS NIGHTS

Date and Time Codes

The Christmas NIGHTS limited edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the **L** and **R** buttons and press **RESET** on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the Christmas NIGHTS features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard NIGHTS settings. You'll also see *Claris* and *Orion*'s clothes changing depending on the season.
- Enter the date April 1 to play as *Reala*; this will also add a new option to the Presents menu that will allow you to play as *Reala* whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows:

- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple gems.
- At 3:00 PM the snow changes to falling candy.
- At 6:00 PM the snow changes to sparkles.
- At 9:00 PM the snow changes to star shapes.
- At 12:00 AM the snow changes to red hearts.

COMMAND & CONQUER

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:
Nuclear Strike—A, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **A**, **Ion Cannon—A**, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **B**, **Ali Strike—A**, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **C**, **Extra \$5,000—Right**, **A**, **B**, **C**, **Z**, **Y**, **X**, **Right**, **Left**, **Reveal Entire Map—Up**, **Down**, **Right**, **Left**, **A**, **Up**, **Down**, **Right**, **Left**, **A**.

LOUIER CRISIS

Secret Characters

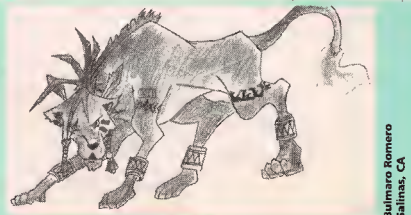
Go to the computer chip icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or

TIPS & TRICKS Reader Art Gallery

SUBMISSION GUIDELINES

When submitting artwork, please remember the following:

- 1) Use plain white paper.
- 2) Do not send pencil drawings as final art. Pencil does not reproduce well in the magazine.
- 3) Pen and ink works best.
- 4) Color art is welcome.
- 5) Envelope art is also welcome.
- 6) Keep addresses separate from the artwork.
- 7) Most importantly, have fun and be creative!



Bulmaro Romero Salinas, CA



"FIFTYONE" to play as an alien.

Wireframe Mode

At any time during the game, press **START** to pause, then press **Left, Right, Right, Left, Right, Left, Right**. When you press **START** to unpause, all of the polygonal graphics will change to wireframes on a black background.

Stage Passwords

Level 1—FCLFCFGKJ
Level 2—FCLFCFGKJ
Level 3—FCLFCFGKJ
Level 4—FCLFCFGKJ
Level 5—FCLFCFGKJ
Level 6—FCLFCFGKJ
Level 7—FCLFCFGKJ
Level 8—FCLFCFGKJ
Level 9—FCLFCFGKJ
Level 10—FCLFCFGKJ
Level 11—FCLFCFGKJ
Level 12—FCLFCFGKJ
Level 13—FCLFCFGKJ
Level 14—FCLFCFGKJ
Level 15—FCLFCFGKJ

CLIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "JAW" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold **L + Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **L + Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **L + Y** and press **B**.

CLONE LEGEND OF THE GOBBOS

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold **X + Y + Z**, after a few seconds, the words "Enter Password" will appear. Now press **Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right** you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

THE CROW: CITY OF ANGELS

Passwords

Ship—YXYXABYXA
Gravard—YXYXABYXA
Church—BYBYXABXA
Day of the Dead—YXYXABYXA
Second Coming—BBBXXBXYA
Judas Tower—YBYXABYXA
Borderlands—BBBXXBXYA
Finale—YXYXABYXA

CYBER SHARDWAY

Ride Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DARKEN UNLOCKED

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold

B, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, B, Left, R**. You'll hear a sound to confirm the code. Now enter the option menu to find two new difficulty settings: "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Keyboard Sound Test

Choose "Sound Test" from the main menu: When the sound test screen appears, press **X, Y, Z**. A keyboard will appear at the bottom of the screen; you can watch the keys light up as the music plays.

DAYTONA USA

Jefrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirage Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the Daytona theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the Down/Right position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Essex Horse Trick

In the title screen, point the D-pad diagonally in the Up/Left position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automated) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2"; horses that are being followed by baby horses.

DISNEY UNLOCKED

Hyperspeed Scan

At the main title menu, highlight "Deep Scan," hold **X + Y + Z** and press **START**. When you enter the Deep Scan mini-game, you'll see that the logo now reads "Hyper Deep Scan." This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't stop them from playing the Die Hard Arcade in this mode, either.

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheat codes:

- All Powerful Mode—Down, **X, X, Right, L, Left, B**
- Lots of Goodies (Weapons & ammo)—**B, Y, X, L, R, C, X, Z**
- Map All Lines—**B, B, C, Left, B, B, C, Right, B, All Things—B, B, C, Right, B, B, C, Left**
- Level Warp—**Right, Left, Z, R, Z, L, Z, C** (when the Level Warp menu appears, choose any stage and press **C** to warp there.)

DUKE NUKEM 3D

Invincibility

During the game, press **START** to pause, then press **X, Z, X, Y, X, Z, Y**. You'll see the words "God Mode—On." At the top of the screen, now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items

During the game, press **START** to pause, then press **Z, X, Z, Y, Z, Y, X, Y**. All of the game's weapons and items will appear in your inventory.

Secret Control Scheme

During the game, press **START** to pause, then press **Y, Z, Z, X, X, Y, Z**. You'll see the words "Jeavons Control—On" at the top of the screen; this changes the controls as follows:

Analog Pad—Look around

D-pad Left/Right—Change weapons

Z—Walk forward

B—Walk backward

Y—Strafe left

C—Strafe right

A—Action

L—Fire weapon

R—Jump

If you don't own an analog controller, this code is useless because it will assign two different functions to the D-pad; the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select

At the main menu—the one that says "New Game/Load Game"—enter **X, Z, Y, Z, Y, X, Y, X**; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level.

No Monsters

At the "select Skill" menu, press **Z, Z, X, X, Y, X, Y, X**; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

FAIR PLAY: DUEL W/2

Cheat Codes

Press **START** to pause the game at any time during play, then enter one of the following codes and unpaue to activate the cheat:

- Refill Energy—**Left, A, Z, Y, Down, A, Y, Down**
- Refill Ammo—**A, Up, Down, Right, Right, X, C**
- Nine Extra Lives—**A, Y, Right, Down, Down, A, Left, Right**
- Mega Plasma Gun—**C, A, Right, Right, Up, Down, B, Left**
- 3 Finger Gun—**Down, A, Up, B, Right, Right, C, Right**
- Barn Blaster—**X, A, Up, Right, Right, Left, Up**
- Homing Missile Gun—**A, Up, A, X, C, Left, Y, Up**

FI CHALLENGE

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts, you'll be in the position you chose:

- First Place—Hold **L + X + Y + Z** and press **START**
- 4th Place—Hold **L + X + Y** and press **START**
- 7th Place—Hold **L + X + Z** and press **START**
- 10th Place—Hold **L + X** and press **START**
- 13th Place—Hold **L + Y + Z** and press **START**
- 16th Place—Hold **L + Y** and press **START**
- 19th Place—Hold **L + Z** and press **START**
- 22nd Place—Hold **L** and press **START**

Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:

- 1 Lap—Hold **R + X + Y** and press **START**
- 2 Laps—Hold **R + X + Z** and press **START**
- 3 Laps—Hold **R + Y + Z** and press **START**
- 4 Laps—Hold **R + Y** and press **START**
- 5 Laps—Hold **R + Z** and press **START**
- 6 Laps—Hold **R** and press **START**
- 9 Laps—Hold **R + X + Y + Z** and press **START**

HYPERMACHIN

Access Hyper Mode

Fight your way through Survival Mode, winning at least two fights in the three-minute trial, at least six fights in the seven-minute trial, and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Infinite Health Stage Select

After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.

Play as the AMP Palm Tree

Method 1: Clear all of the single-player campaigns with five different characters. Play 1,000 games and then choose course 1; you'll be playing as the palm tree.

Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll fight as the tree.

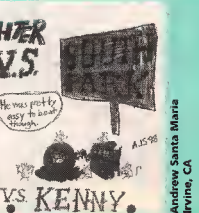
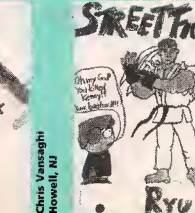
Simply turn the Saturn on with Fighters Megamix inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight Kuma at the character select screen and press **X**. The meat's moves are almost identical to Sam's.

LEGACY STUNK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements." Now hold down the **X, Y** and **Z** buttons and press **START**; the game will magically load just as if it were being booted on a Japanese Saturn.

TIPS & TRICKS





MEGA MAN X

Alternate MegaMan X

At the character select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character select screen, enter the following code carefully: Highlight MegaMan X, hold the R button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Char Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be a prompt to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches." Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Mook Saito.

MORTAL KOMBAT 3

Stage Select

At the character select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "F" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press Z when "Finish Him/Her" appears.
- Fatality 2—Press C when "Finish Him/Her" appears.
- Fatality 3—Press B when "Finish Him/Her" appears.
- Friendship—Press Y when "Finish Him/Her" appears.
- Brutality—Press X when "Finish Him/Her" appears.
- AbILITY—Press A when "Finish Him/Her" appears.

MR. BONES

Stage Select

At the Start/Options screen, press R, L, R, L, R, L, L, R, L, R, A. A stage select menu will appear; highlight the name of any stage and press A to warp to it.

MARCA 30

Secret Vehicle

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the C button and press Up, Down; the car will change into a tow truck.

Secret Options Menu

During a race, press START to pause, then highlight the "Race Statistics" option, hold L + R + X and press A or C. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponents' cars and much more.

THE NEED FOR SPEED

Cheat Password

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Pasecode" at the tournament menu and enter the password "TSYBNS;" you'll be taken immediately to the Race Location menu. Now return to the main menu and choose any other game mode to access any of the following features:

- At the "Race Location" menu, you'll find a new, secret track called "Lost Vegas."
- Also at the "Race Location" menu, highlight any track and hold the L + B buttons (or the X + Y + Z buttons) while you make your selection. You'll see the name of the track change to "Rally;" this changes the pavement to a slippery dirt road like those in Sega Rally.
- At the car select screen, you'll find a powerful new vehicle called the "Warrior."

LEGACY OF STARLINCKERS

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L + R + X + Y + Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game:

- Press L + R during the national anthem for giant players.
- Press A + B during the national anthem for short players.
- Press A + Y + Z during the national anthem for upside-down players.
- Press X + Y + R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A + X during the national anthem for a "black hole" at center. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be able to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y, and Z buttons down and

press Up; you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NIGHT WARRIORS

DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a chime sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" menu, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the chime of the code to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On," you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original Darkstalkers game. Choose the "Random" setting to have the game randomly choose from the music from "Classic" Darkstalkers or the default Night Warriors music (called "Hunter" after the game's Japanese title, Vampire Hunter).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original Darkstalkers game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original Darkstalkers game.

• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" Darkstalkers colors.

- "Full Animation" will restore several insignificant frames of animation that were deleted from characters' movements which were certain characters' "Cut" setting.
- "BGM Test" lets you hear the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Up. You'll hear the chime sound to confirm the code. Now when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

PANZER DRAGON 2

Space Harrier Mode

Start the Saturn game with no disc inside to access the CD menu, choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X, while the words "Main Menu" and "Options" are on the screen. You'll hear a laser-like

sound; you will now have infinite continues.

Invincibility

Press START at the first title screen, then press L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The "Invincible Mode" will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Master Maneuver

Press L, R, A, B, and Call at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Left, Right, Left, Right, L, R, L. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code: Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons to make the Sega logo grab Control 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

Dragon Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, button. R buttons; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Men

Have you ever noticed the man who changes into a Sega logo during Panzer Dragon's demo mode? To get a closer look at the polygons that make up Mr. Sega, grab Control 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

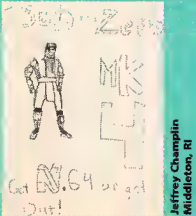
- Right—Rotate screen clockwise
- Left—Rotate screen counter-clockwise
- A+Right—Rotate image clockwise
- A+Left—Rotate image counter-clockwise
- Down—Zoom in
- Up—Zoom out
- A+Down—Tilt backward
- A+Up—Tilt forward
- X or Y—Hold either of these buttons to change the character's shading
- A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press START on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGON 2

Radar Change

At any time during the game, if you hold the A button on Controller 2, the radar will change to a top-down camera to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.



Jeffrey Chavez
Middleton, RI



Gabriel Chavez
Tucson, AZ



Larry Wells and Stephen Trotter
Franklinville, LA



Guy W. All Jr.
Clearwater, FL



PAW PATROL

Secret Character
Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press **START**.) Next, press and hold the **Left** and **Right SELECT** buttons and press **START** seven times. You should hear a chirp; now you're playing as the hidden penguin character.

BLAZ

Secret Character
At the character's name, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too. You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turnbull—TURNEL—6322
Sal D'Avila—SLA—0201
Joan Skiles—JASON—3141
Jennifer Hedrick—JENIFR—3333
Dan Thompson—DANIEL—0604
Jeff Johnson—JAPPE—4660
John Root—RDT—6000
Luis Manquat—LUIS—3333
Mike Lyons—MYKE—3333
Jim Gentile—GENTL—1111
Dan Forden—FORDEN—1111
777—VAN—1234
Headless Guy—CARLTN—1111
Thug—THUG—1111
Skull—SKULL—1111
Robbott Brain—BRAIN—1111
Demon Shinok—SHINOK—8337
Raiden—RAIDEN—3691

Secret Codes

At the match-up screen just before the game starts—the announcer is saying, "Today's match up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-Right), press **TURBO** once, **JUMP** four times, **PASS** once, then point the joystick to the right. A message will appear on the screen to confirm each code. Note: Codes marked with a "*" will not work in a two-player game unless both players enter the code.

Show Field Goal—*0-0-0 Down
Tournament Mode (in 2-Player game)—1-1-1 Down
• No CPU Assistance—0-1-2 Down
• Show Menus—Hold—0-2-1 Right
Big Head—2-0-0 Right
Team Big Heads—2-0-3 Right
Huge Head—4-0-0 Up
Team Big Players—1-4-1 Right
Team Tiny Players—3-1-0 Right
Big Fought—0-0-0 Right
Fog On—0-3-0 Down
Thick Fog On—0-4-0 Down
Hide Receiver Name—1-0-2 Right
• No Play Selection—1-1-5 Left
No Funtings—1-5-1 Up
No First Downs—2-1-0 Up
Allow Stepping Out of Bounds—2-1-1 Left
No Random Fumbles—4-2-3 Down
No Interceptions—3-4-4 Up
Infinite Turbo—5-1-4 Up
Fast Passes—2-5-0 Left
Powerup Blockers—3-1-2 Left
• Powerup Defense—4-0-4 Left
Powerup Defense—4-2-1 Up
Powerup Teammate—2-3-3 Up
Super Field Goal—1-2-3 Left
Super Blitzing—0-4-5 Up
Smart CPU Opponent (in 1-Player game)—3-1-4 Down

THESE OF THE DEAD

Special Endings
• If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.
• If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

Secret Codes

Each of the following codes can be entered at the title screen which appears immediately

after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns. "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun.

• Player 1 plays as Super G—Left, Left, Right, Left, Left, **START**
• Player 2 plays as Super G—Right, Right, Left, Right, **START**
• Both players play as Super G—Left, Right, Left, Right, **START**
• Player 1 plays as Sophie—Left, Right, Right, Left, **START**
• Player 2 plays as Sophie—Left, Right, Left, Right, **START**
• Both players play as Sophie—Left, Right, Right, Left, **START**
• To display your score on the screen during the game—Left, Left, Left, Right, Right, **START**

INDEPENDENT

Expert Mode

At the track select screen, hold the **View 2** button when making your selection to play at a higher difficulty level.

Mirror Tracks

At the track select screen, hold the **View 1** button when making your selection to change the track into its "mirrored" version.

Time Attack Mode

At the Racer select screen, hold the **View 1** button when making your selection. When the race starts, there will be no computer-controlled opponents.

INDY 500

Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.

Mirror Mode

Hold the red **Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold the blue **Boost** button while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

MARVEL SUPERHEROES VS. STREET FIGHTERS

Secret Characters

Each of the following codes works at the character-select screen:
Shadow—Highlight Dhalsim, press and hold **START**, hold the joystick Up for five seconds. While holding **START** and Up, press **Jab Punch** and **Fierce Punch** simultaneously.
Mega Zangief—Highlight Blackheart, press and hold **START**, hold the joystick Left for five seconds. While holding **START** and Left, press **Jab Punch** and **Fierce Punch** simultaneously.
Dark Sakura—Highlight the Hulk, press and hold **START**, hold the joystick Right for five seconds. While holding **START** and Right, press **Jab Punch** and **Fierce Punch** simultaneously.

Heihachi—Highlight D'Neer Red, press and hold **START**, hold the joystick Down for five seconds. While holding **START** and Down, press **Jab Punch** and **Fierce Punch** simultaneously.

U.S. Agent—Highlight M. Bison, press and hold **START**, hold the joystick Up for five seconds. While holding **START** and Up, press **Jab Punch** and **Fierce Punch** simultaneously.

Armored Spider-Man—Highlight Ryu, press and hold **START**, hold the joystick Down for five seconds. While holding **START** and Down, press **Jab Punch** and **Fierce Punch** simultaneously.

MARVEL VS. CAPCOM

Secret Characters

The following codes can be input at the character select screen. Choosing a standard fighter before a secret character can affect the codes.

• Red Venom—Highlight Chun-Li, then press Right, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, Up, Red Venom should appear.
• Orange Hulk—Highlight Chun-Li, then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Left, Left, Orange Hulk should appear directly

above Ryu.

• Shadow Lady—Highlight Morrigan, then press Up, Right, Right, Down, Down, Down, Left, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Right, Right, Down, Down, Right, Left, Up, Up, Right, Up, Up, Right, Left, Down, Down, Down, Down, Shadow Lady should appear below Gambit.

• Roll—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Right, Roll will appear to the right of Mega Man.

• Gold War Machine—Highlight Zangief, then press Left, Down, Down, Right, Right, Up, Up, Right, Right, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Gold War Machine should appear just above Zangief.

• Evil Morrigan—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Up, Up, Left, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Down, Down, Down, Down, Evil Morrigan will appear just below War Machine.

MOTOR RAY

Extra Stage

First play the Practice Mode. The easiest stage, "Yenda," will then be selectable. Next, highlight Yenda at the stage-select screen and enter the following code with the handlebar buttons: Punch, Kick, Kick, Punch, Kick, Kick, Punch, Kick, Kick. The "Segal" stage will now be selectable.

Use Segal Weapons in Any Stage

Originally, the Needles and Hammer weapons can only be used in the Segal stage. To access these weapons in any other stage, enter either of the following codes at the Select Player screen:

Needles: Punch, Kick, Punch, Kick, Kick, Punch, Kick, Hammer—Punch, Kick, Punch, Kick, Punch, Punch, Kick, Punch, Kick
Needles or Hammer: Punch, Kick, Punch, Kick, Punch, Kick, Punch, Kick
In order to use the CPU Bike Color, enter the following code at the Select Player screen: Punch, Kick, Kick, Punch, Punch, Kick, Kick, Punch. Note: The Select Player screen is monochrome, so you will not be able to see the color change until the game starts.

RESIDENT EVIL

Secret Characters

Both of the following codes work at the character-select screen:
Akuma—Highlight Ryu and press Left on the joystick. Akuma will appear to Ryu's right.
Dante—Highlight Ken and press Right on the joystick. Dante will appear to Ken's right.

RYUKEN KUNIO KUN

Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code is listed below. Note: The code will only work if a brief message will appear on the screen to confirm if a code has been entered correctly.

Food + Bomb

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Miami, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca and Rio.

• George—Press **Jump**
• Lizzie—Press **Punch**
• Ralph—Press **Kick**
• Left—Press **Kick**
This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Carbondale, Santa Fe and Honolulu.

• George—Press **Jump**
• Lizzie—Press **Punch**
• Ralph—Press **Kick**
• Left—Press **Kick**
• Secret Stages
To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This

code only works when the name of the city appears before the start of four very specific stages:

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia".
2) Enter the code when "Louisville" appears and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.

3) Enter the code when "Fairbanks" appears to discover the steamy secret of Eustas Demoni's Underworld Connection.

4) Enter the code when "Phoenix" appears to learn what's hidden at the secret military base known only as "Area 69".

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City, Fargo and Reno.

• George—Press **Jump**, **Punch**, **Kick**
• Lizzie—Press **Punch**, **Kick**, **Kick**
• Ralph—Press **Kick**, **Kick**, **Kick**
• Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City, Fargo and Reno.

• George—Press **Jump**, **Punch**, **Kick**
• Lizzie—Press **Punch**, **Kick**, **Kick**
• Ralph—Press **Punch**, **Kick**, **Punch**

REAL BATTAL RALLY SPECIAL

Secret "EX" Characters

At the character-select screen, highlight Andy Bogard, Tung Fu Fei, Billy Kane or Blue Mary. Then press and hold the **START** button, press B, C, C, then press and hold B, wait for one second, then press and hold C, wait for one second, then press A or D to select the character. You should still be in the "START" stage. • B + C when you press A or D to finish the code.) Now you're playing as the alternate "EX" version of the character you chose.

Right the Hidden Boss

When playing in one player game, you can fight the hidden boss character, Geese Howard, in a special "Nightmare" match if you meet all of the following criteria:

• You must have a score of 750,000 or more before you reach the battle with Wolfgang Krauser.
• You must have a score of 750,000 or more before you reach the battle with Wolfgang Krauser.

REAL BATTAL RALLY SPECIAL

Different Racers

At the vehicle select screen, hold the **Muscle** button and press **View 1 + Gas**.

Time Trial Mode

At the vehicle select screen, hold the **Muscle** button and press **View 2 + Gas**.

Increase Force Feedback

At the vehicle select screen, hold the **Muscle** button and press **View 3**.

STREET FIGHTERS II: SPECIAL MOVING

Play as Akuma

Highlight Ryu at the character select screen. Press Down, Down, Up, on the joystick. Press Down, Down, Down, press Up, Down, Go Right to highlight Ryu and press Up. Go Left again to highlight Ken and press Down. Now go left until you reach Sean. At Sean press Down, Down, Down, Up, Up, Up, Akuma will appear as a selectable character above Sean.

STREET FIGHTERS II: SPECIAL MOVING

Play as Akuma

Highlight Ryu at the character select screen. Press Down, Down, Up, on the joystick. Press Down, Down, Down, press Up, Down, Go Right to highlight Ryu and press Up. Go Left again to highlight Ken and press Down. Now go left until you reach Sean. At Sean press Down, Down, Down, Up, Up, Up, Akuma will appear as a selectable character above Sean.

STREET FIGHTERS II: SPECIAL MOVING

Play as Akuma

Highlight Ryu at the character select screen. Press Down, Down, Up, on the joystick. Press Down, Down, Down, press Up, Down, Go Right to highlight Ryu and press Up. Go Left again to highlight Ken and press Down. Now go left until you reach Sean. At Sean press Down, Down, Down, Up, Up, Up, Akuma will appear as a selectable character above Sean.

Note: In each of the following codes, the words "Left" and "Right" refer to the Left and Right select buttons on the machine, not directions on the skateboard.
Secret Character: Abel (Surfer)
Choose your course; then, when the character select screen appears, press the Left select button three times, Right three times and Left 13 times.
Secret Character: P-Nut (Body Boarder)
At the course select screen, press and hold the **START** button; then, at the character select screen, press the **START** button six times. Left six times, Right three times, Left three times, Right four times, then release the **START** button.
Secret Character: Rick (Surfer)
At the stage select screen, press the Left select button nine times, Right nine times, Left four times, Right four times and Left five times. Press Down, Down, Down, Down (step on front of the board) and press both the Left and Right select buttons simultaneously three times. When you get to the character select screen each character should appear to be in Super Deformed mode.

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS HI SCORES*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

FLIPPER'S AMUSEMENT CENTER

8654 Mills Drive, Miami, FL 33174 • (305) 273-0381

GAME	HI SCORE	NAME
Attack From Mars (pinball)	72,739,815,260	SMK
Daytona USA (Beginner)	2:20'48	FAL
Cruis'n World (Mexico)	1'41'85	ULM
Scared Stiff (pinball)	48,864,100	Jason Wilson
Cruis'n World (Hawaii)	1'41'80	JAC
Cruis'n World (Japan)	1'37'85	SDC
Mortal Kombat II	21 WINS	JEW
Blitz	141 WINS	Harry
NBA Hangtime	140-3	SLK
Killer Instinct	1,410,850	ECA

METROPOLIS

72-840 Hwy. 111, Suite 345, Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
Tekken 3	2'59'36	Jason Robinson
Street Fighter 3: 2nd Impact	4,004,402	RAY
Rival Schools	2,030,100	William Blackman
Puzzle Fighter	492,218	Dennis Tiangco
Street Fighter EX Plus	1,584,900	Bob Tan
House of the Dead	60,064	JVK
Off Road Challenge (Las Vegas)	1'50'71	JVV
Cruis'n USA (LA Freeway)	1'48'05	MAC

JUST FOR FUN

445 E. Palatine Road, Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Medieval Madness (pinball)	668,925,360	JPW
Lost in Space (pinball)	295,401,950	HS
Monster Bash (pinball)	626,602,050	KUK
Ehrgeiz	79220	EXT
Cruis'n World (Hawaii)	1'40'83	PTN
Cruis'n World (Japan)	1'26'29	PTN
Cruis'n World (Egypt)	1'36'16	8AD
Golden Tee '97 (Red Sands)	-14	AZI
Golden Tee '97 (Pine Creek)	-12	KAP
Golden Tee '97 (Coral Ridge)	-19	KAP

ALL AMUSEMENT CENTER

201 E. Magnolia #128, Burbank, CA 91605 • (818) 557-6558

GAME	HI SCORE	NAME
Rush: The Rock (Beginner)	2:28'56	JJJ
House of the Dead	83,560	R8N
X-Men vs. Street Fighter	797,802	Izzy
Marvel vs. Capcom	948,800	DGI
Maximum Force	507,280	XAV
Theatre of Magic (pinball)	1,491,682,520	8CW
Raiden Fighters	4,751,350	ANA
Top Skater (Novice)	549,248	GA8
Marvel vs. Street Fighter	936,500	CNE
Marvel Super Heroes	2,047,800	Davis

Capcom's SUPER JUST GAMES

557 Waukegan Road, Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Mortal Kombat 4	42 WINS	8EH
Daytona USA (Expert)	3:11'82	CM
Marvel vs. Capcom	5 WINS	JE8
Street Fighter EX 2	1,067,200	ARK
House of the Dead	66,062	DAN
Blitz (consecutive wins)	20 WINS	RFH
X-Men	271,000	JES
Marvel Super Heroes	316,901	FGK

DIVERSIONS

6259 N. McCormick, Chicago, IL 60659 • (773) 588-0226

GAME	HI SCORE	NAME
Mortal Kombat 4	13 WINS	VIC
Tekken 3	227 WINS	JLZ
Police Trainer	CHIEF	Big Kranz
House of the Dead	62,551	ANH
Revolution X	54,917,600	NTH

EIGHT ON THE BREAK

340-346 North Ave., Dunnellen, NJ 08812 • (800) 670-8844

GAME	HI SCORE	NAME
Recent Tournament Rankings:		
Street Fighter Alpha 2	1st Place	Pete Talley
Street Fighter Alpha 2	2nd Place	"Hoa"
Street Fighter Alpha 2	3rd Place	Roger Liu
Street Fighter Alpha 2	4th Place	Todd Dwyer
Street Fighter Alpha 2	5th Place	Edwin Iskandar
Street Fighter Alpha 2	5th Place	Justin Iskandar
Street Fighter Alpha 2	7th Place	Joe Shenk
Street Fighter Alpha 2	7th Place	Dscar Larico



**Codes for use with Interact
Game Products' Game Shark
Video Game Enhancers**

PlayStation

Arcade's Greatest Hits The Atari Collection 2

8016782A-0203—Infinite lives (Millipede)
801E2540-000A—Infinite papers (Paperboy)
801E2388-0002—Infinite lives (Paperboy)
80170F8A-0002—Infinite lives (Crystal Castles)
801337C-0063—Infinite time (Marble Madness)
8014FA10-00D8—Infinite fuel (RoadBlasters)
8014F47C-0019—Infinite special weapon ammo (RoadBlasters)
8014F44C-0041—Infinite armor (RoadBlasters)
8014F594-000F—Have extra weapons (RoadBlasters)

Blasto

D000E22A-00FF + 800CD434-0002—Full power Blast-o-matic

Breath of Fire III

D0144C02-0000 + 80144C02-00F0—Quick level gain (Rei)
D0144972-0000 + 80144972-00F0—Quick level gain (Ryu)
D0144B5E-0000 + 80144B5E-00F0—Quick level gain (Teepo)
D0144A16-0000 + 80144A16-00F0—Quick level gain (Nina)
D0144CA6-0000 + 80144CA6-00F0—Quick level gain (Momo)
D0144D4A-0000 + 80144D4A-00F0—Quick level gain (Peco)
D0144A8A-0000 + 80144A8A-00F0—Quick level gain (Garr)

Dead or Alive

80092F90-0001 + 80092F92-0001 + 80092F94-0001 + 80092F96-0001 + 80092F98-0001 + 80092F9A-0001 + 80092F9C-0001 + 80092F9E-0001—Extra voices

Deathtrap Dungeon

800CGCF0-01BE—Silver key
800CGCF4-01BE—Red key
800CGCEC-01BE—Gold key
801AFEEA-F118—Infinite gold

Diablo

D00047AC-0000 + 800D937A-00FF—Quick level gain (Warrior)
D00047AC-0000 + 800D937A-00FF—Quick level gain (Rogue)

Forsaken

80086284-1000—Infinite shields
80086286-1000—Infinite hull
8008628C-8000—Infinite Pulsar
800862D6-0507—Infinite Mug

Gran Turismo

D00B6880-0000 + 800B6880-0002—Start on 2nd lap (Arcade mode)
D009AAEC-0009 + 80098866-00FF—Press START + SELECT for cash (Simulation mode)
D009AAEC-0009 + 8009E384-0303 + D009AAEC-0009 + 8009E386-0303 + D009AAEC-0009 + 8009E388-0303 + D009AAEC-0009 + 8009E38A-0303—Press START + SELECT for 8 license (Simulation mode)
D009AAEC-0009 + 8009E38C-0303 + D009AAEC-0009 + 8009E38E-0303 + D009AAEC-0009 + 8009E3C0-0303 + D009AAEC-0009 + 8009E3C2-0303—Press START + SELECT for A license (Simulation mode)
D009AAEC-0009 + 8009E3C4-0303 + D009AAEC-0009 + 8009E3C6-0303 + D009AAEC-0009 + 8009E3C8-0303 + D009AAEC-0009 + 8009E3CA-0303—Press START + SELECT for International A license (Simulation mode)

Hot Shots Golf

80101F44-FFFF—Quick level up

MLB 99

D00B1900-0001 + 800CD708-0002—Press L2 for 2 Outs
D00B1900-0002 + 800CD708-0000—Press R2 for 0 Outs
D00B1900-0004 + 800CD70A-0002—Press L1 for 2 Strikes
D00B1900-0008 + 800CD70A-0000—Press R1 for 0 Strikes

Point Blank

8008732C-0005—Infinite lives, Player 1 (Arcade mode)
B00AD1A8-7FFF—Infinite ammo, Player 1 (Arcade mode)
800876A8-FFFF—Quick level gain, Player 1 (Quest mode)

Tactics Ogre

800861C0-FFFF—Infinite Goths
301239A3-0064—Level up in battle for character in position 1 (Hero)
30139431-0064—Level up in battle for character in position 2
30139432-0064—Level up in battle for character in position 3
30139433-0064—Level up for position 4
30139434-0064—Level up for position 5
30139435-0064—Level up for position 6
30139436-0064—Level up for position 7
30139437-0064—Level up for position 8
30139438-0064—Level up for position 9
30139439-0064—Level up for position 10

Warhammer: Dark Omen

800C4AA4-FFFF—Infinite cash

Nintendo 64

1080° Snowboarding

D0000400-0000—Must be on
802681C8-0003—Infinite lives
81255088-00FF—Enable all levels

AeroFighters Assault

D027A20C-0000 + 8027A20C-00FF—Extra points

Quake

8006C4C2-0001—Debug mode
801639E9-000F—Have all keys
81163944-42C8—Infinite armor

Snowboard Kids

8110AE5E-0100—Enable Sinobin
810ECA22-0101 + 810ECA24-0101 + 810ECA26-0101 + 810ECA28-0101 + 810ECA2A-0101 + 810ECA2C-0101—Gold medals

Turok: Dinosaur Hunter

81119690-FFFF + 81119692-FFFF—Extra cheats

WCW vs. NWO World Tour

810F1C60-0000 + 800F1C62-0002 + 800F0F4A-0064—Player 3 has aluminum baseball bat
810F1C60-0101 + 800F1C62-0002 + 800F0F4A-0064—Player 3 has baseball bat
810F1C60-0202 + 800F1C62-0002 + 800F0F4A-0024—Player 3 has chair
810F1C60-0303 + 800F1C62-0002 + 800F0F4A-0024—Player 3 has table leg
810F1C80-0000 + 800F1C82-0003 + 800F12EA-0064—Player 4 has aluminum baseball bat
810F1C80-0101 + 800F1C82-0003 + 800F12EA-0064—Player 4 has baseball bat
810F1C80-0202 + 800F1C82-0003 + 800F12EA-0024—Player 4 has chair
810F1C80-0303 + 800F1C82-0003 + 800F12EA-0024—Player 4 has table leg
Note: There are two slightly different versions of WCW vs. NWO World Tour. If the above codes do not work, try the following:
810F1C90-0000 + 800F1C92-0002 + 800F0F7A-0064—Player 3 has aluminum baseball bat
810F1C90-0101 + 800F1C92-0002 + 800F0F7A-0064—Player 3 has baseball bat
810F1C90-0202 + 800F1C92-0002 + 800F0F7A-0024—Player 3 has chair
810F1C90-0303 + 800F1C92-0002 + 800F0F7A-0024—Player 3 has table leg
810F1C80-0000 + 800F1C82-0003 + 800F131A-0064—Player 4 has aluminum baseball bat
810F1C80-0101 + 800F1C82-0003 + 800F131A-0064—Player 4 has baseball bat
810F1C80-0202 + 800F1C82-0003 + 800F131A-0024—Player 4 has chair
810F1C80-0303 + 800F1C82-0003 + 800F131A-0024—Player 4 has table leg
8006069500FF—Extra characters

11月 JAPAN REPORT!

by Anatole Brown



Collect Godzilla and Friends!



The new Dreamcast PDA (Personal Digital Assistant) has been launched in Japan on July 11th for 2,500 yen (approx. \$17), more than four months prior to the official release of the Dreamcast in Japan. The PDA comes with an Atsumete Godzilla (or "Collect Godzilla") game. July 11th also marked the Japanese premiere

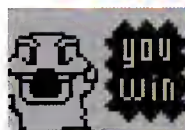
of Sony's new *Godzilla* movie! You can collect and raise several different Godzillas and his cohorts including Mothra, King Ghidorah, Mech Godzilla and a whole slew of other obscure Toho monsters. Also included is the American version of *Godzilla* that appears in the movie! The PDA is fully linkable to other PDAs and you can battle your monster with other people's monsters. The catch is that if you lose in link battle, you lose all your monster's DNA (data) to the winner!

Dreamcast PDA Specs:

CPU	8 bit
Memory	128 kilobytes
Display	48 dot x 32 dot (monochrome)
Buttons	2 power buttons with auto-off
Sound	1 channel
Weight	45 grams



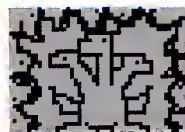
Not as big or powerful as the Game Boy, but Sega hopes to start a buzz.



Godzilla is the Master of Monsters!



Mothra smells Godzilla's hot breath.



The three-headed King Ghidorah.

A Konami Homer



Way back in the left stands of the Tokyo Dome there is a huge Konami billboard hanging over the seats.

Konami has offered one million yen (approx. \$7,150) to any Japanese professional baseball player who can hit the sign. Finally last May, Kazuhiro Kiyohara (1B) of the Yomiuri Giants whacked a homer out of the ballpark and hit the sign! Ironically Kiyohara was going for his record-breaking 1,500th career hit! You can imagine the

The sign is so far out it seems impossible to hit.

frenzy the fans went into as the ball bounced off the Konami sign. A Konami spokesperson had this to say, "We are very grateful to Mr. Kiyohara for giving us some exposure. The Konami sign appeared big and clear on the TV screen. I hope people keep hitting the sign in the future!" Apparently Kiyohara said he was aiming straight for the sign!



Kiyohara cracks one out of the park.



The Tokyo Dome a.k.a The Big Egg.



BioHazard Attraction Opens in Japan!

A BioHazard (a.k.a. *Resident Evil*) theme park attraction opened on July 8th at Expoland in Osaka. The attraction will run for a year and has been officially named *BioHazard Nightmare*. It's actually a type of haunted house which was built by the *Resident Evil* game staff from Capcom along with Toei, a popular horror film company which also makes many video game-related films (like *Tokimeki Memorial*). The house contains several rooms with doors which you open and enter, just like the game! In Japan, horror films and ghost stories are a tradition in the summer months—the creepy chills are supposed to keep you cool.

A company called Optec in Japan has released a cordless PlayStation controller called *Wireless Digital Set* in September. The controller uses radio waves that transmit to a small device that connects to the console. You can buy the controller and transmitter set for 4,400 yen (approx. \$31), or just the controller for half the price. It comes in five different colors: clear-white, clear-blue, clear grey, black and white. Now you can walk to the fridge without pausing the game!

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